DISGAEA™ 2
Cursed Memories

KOEI®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-54454

1 Player • Memory Card (8MB) (for PlayStation®2): 523KB minimum • Analog Control Compatible: analog sticks only

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The netherworlds?
An evil world prevailing throughout the universe.
Those with evil hearts live by their evil instincts.
A land of confusion and chaos.

Power was held by those called Overlords
They ruled, annihilated, reconstructed, split apart
and expanded until there were millions of worlds
filled with unending chaos.

And now,
The darkness of the netherworlds
will soon envelop another world.

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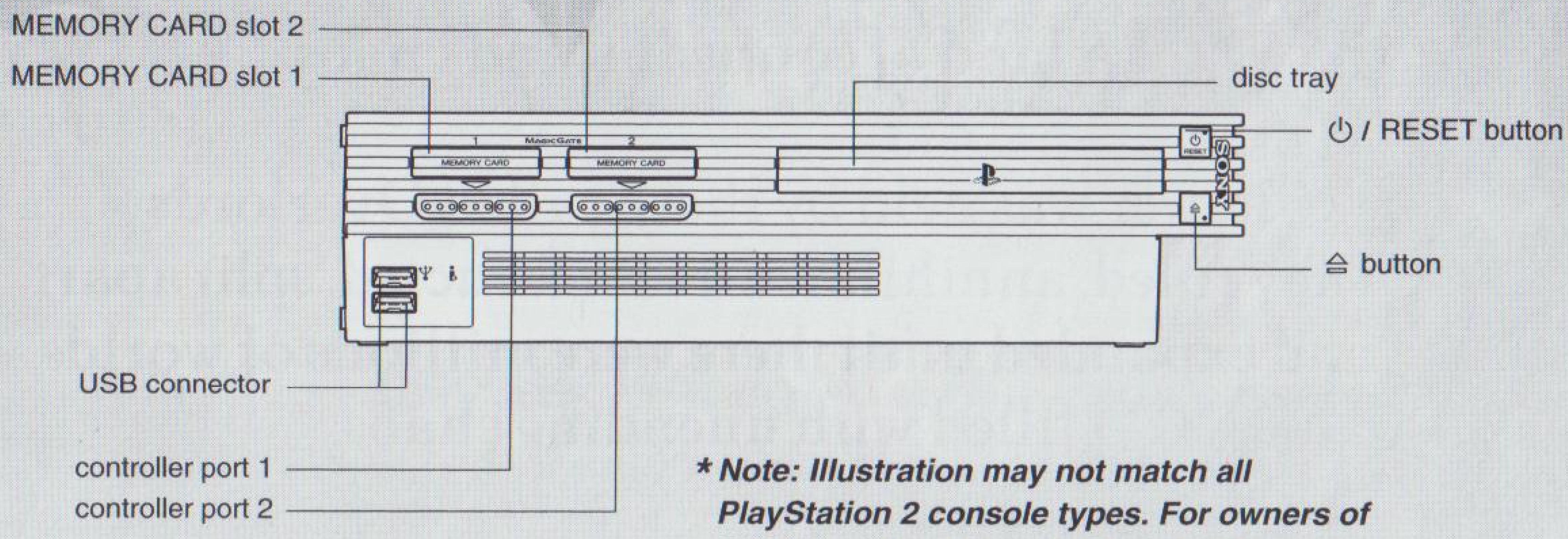
Getting Started



**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the **Disgaea 2 : Cursed Memories** disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

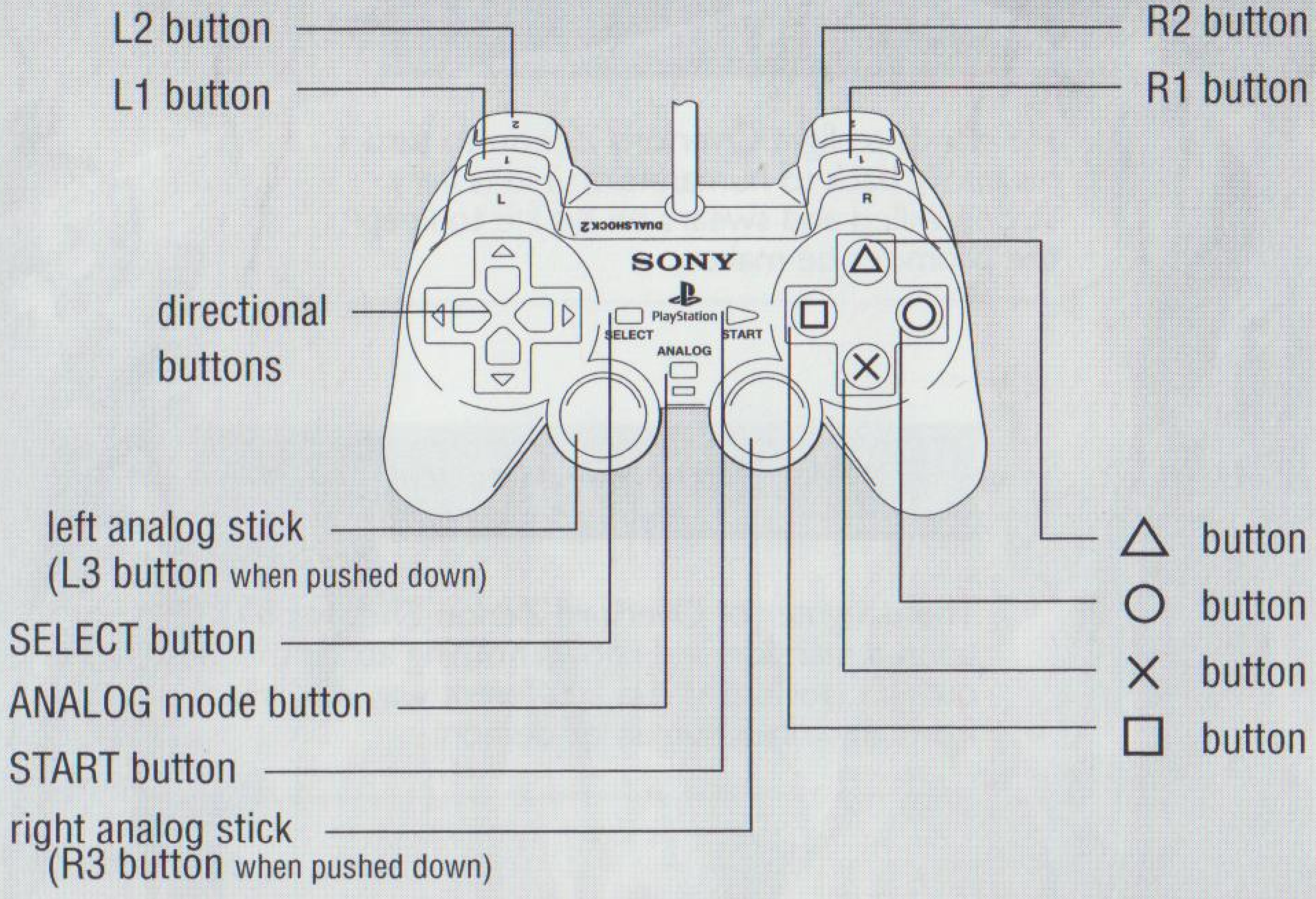
It is advised you do not insert or remove accessories once the power is turned on.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card (8MB)(for PlayStation®2) or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

Analog Controller (DUALSHOCK®2)

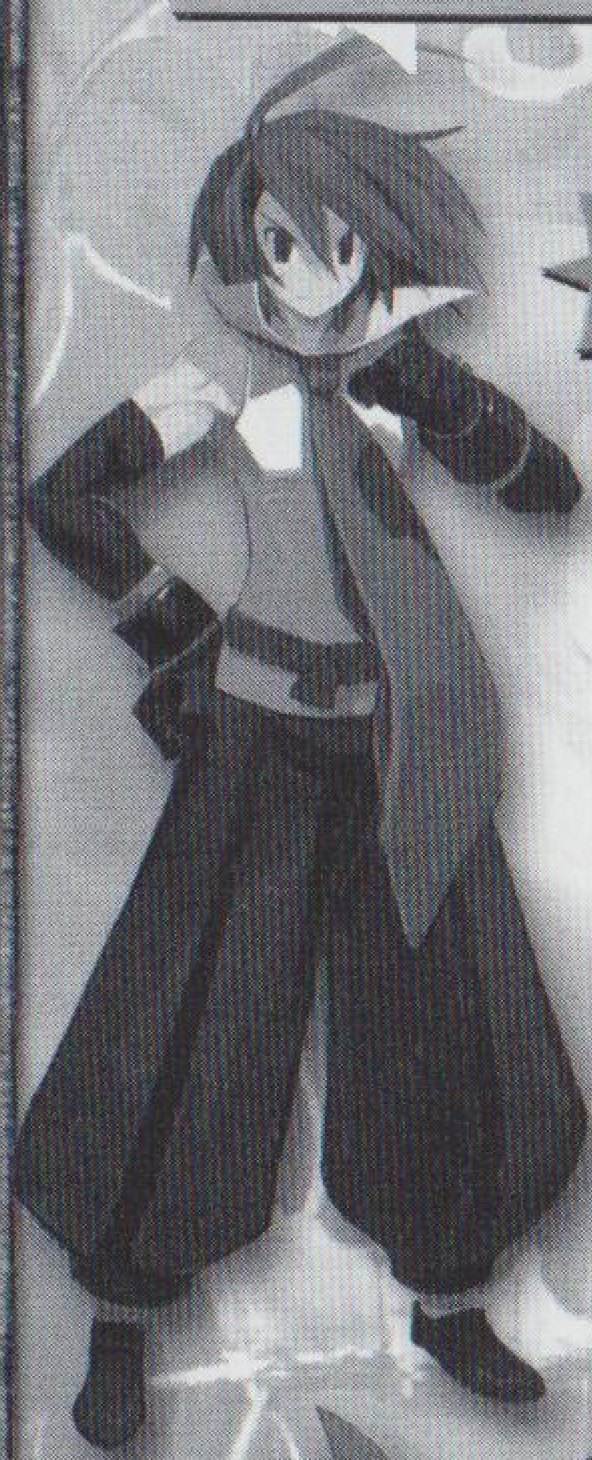


L2 button
L1 button
R2 button
R1 button
directional buttons
SONY
PlayStation
SELECT
START
ANALOG
DUALSHOCK 2
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
△ button
○ button
✕ button
□ button

	Base Map Commands	Battle Commands
✕ button	Confirm, Skip Dialogue	Confirm, Bring up Commands
○ button	Cancel, Jump	Cancel
△ button	Open General Menu	Open General Menu
□ button	Switch Page on Status Screen	With the cursor on a friendly target, hold button and change which direction the character is facing with the directional buttons
directional buttons	Character/Cursor Movement	Character/Cursor Movement
left analog stick	Character/Cursor Movement	Character/Cursor Movement
right analog stick	Not Used	Not Used
L1 button	Turn Map Anti-Clockwise	Turn Map Anti-Clockwise
R1 button	Turn Map Clockwise	Turn Map Clockwise
L2 button	Zoom In/ Zoom Out	Zoom In/ Zoom Out
R2 button	Not Used	Move Cursor to Character who has not taken Action
START button	When entering a name, Shortcut to "Confirm"	Not Used
SELECT button	When entering a name, randomly generates a name (p.18)	GeoPanel Display On/Off
ANALOG mode button	Switches between analog mode and digital mode	
mode indicator	When red (analog mode), the left analog stick can be used.	

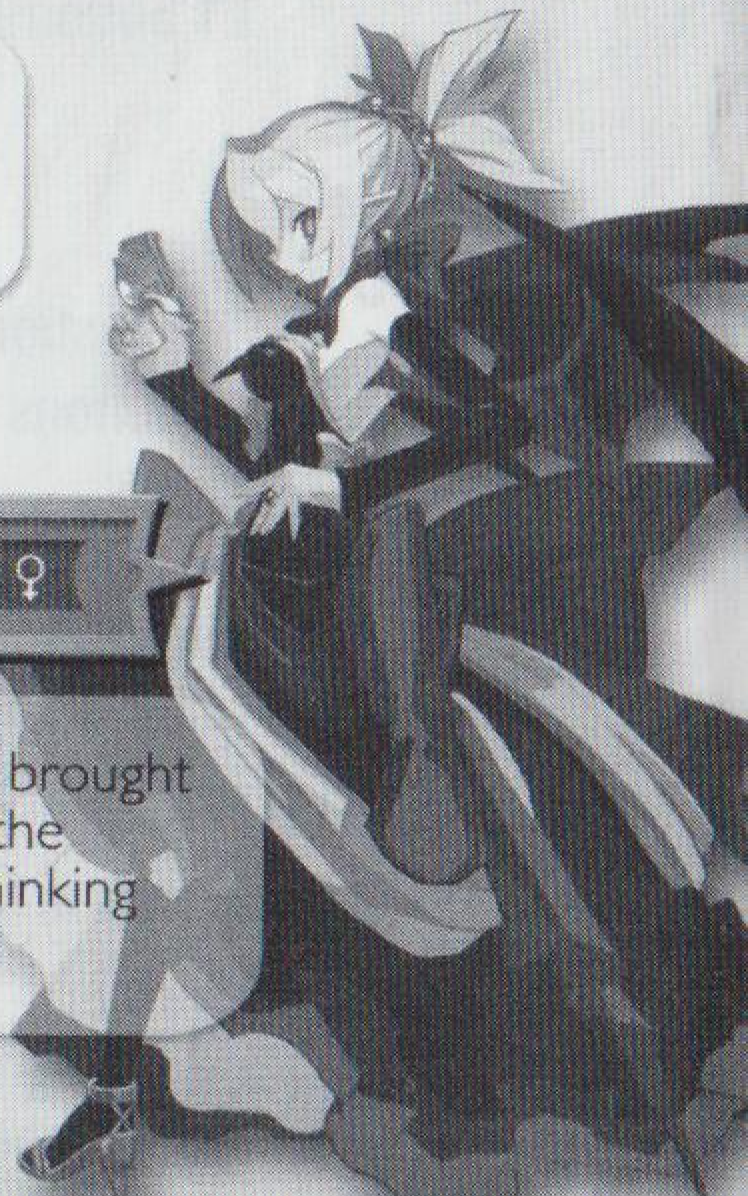
- ✦ This game does not support the digital controller.
- ✦ The mode indicator will light up red (analog mode) when the ANALOG mode button is pressed. This game does not use the right analog stick or the vibration function.
- ✦ The controls are the same on the analog controller (DUALSHOCK®) as on the analog controller (DUALSHOCK®2).
- ✦ This game uses only controller port 1 and MEMORY CARD slot 1
- ✦ If more than one page is displayed on the Status Screen, the L2 and R2 buttons will allow you to scroll through the pages.

Characters



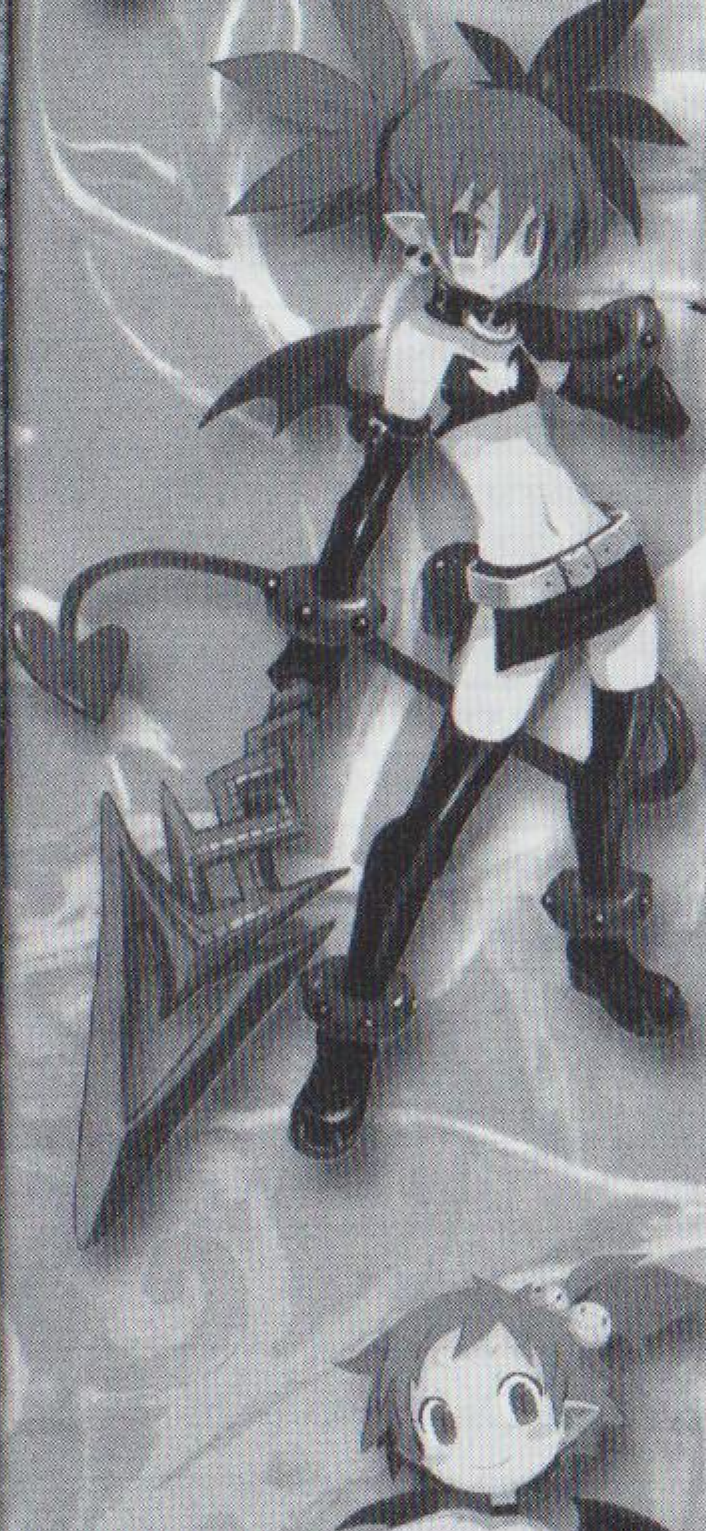
Adell Age:17 ♂

He stands to fight Overlord Zenon to turn his family back to human form. He is very strong willed and swears on his life to keep the promises he makes.



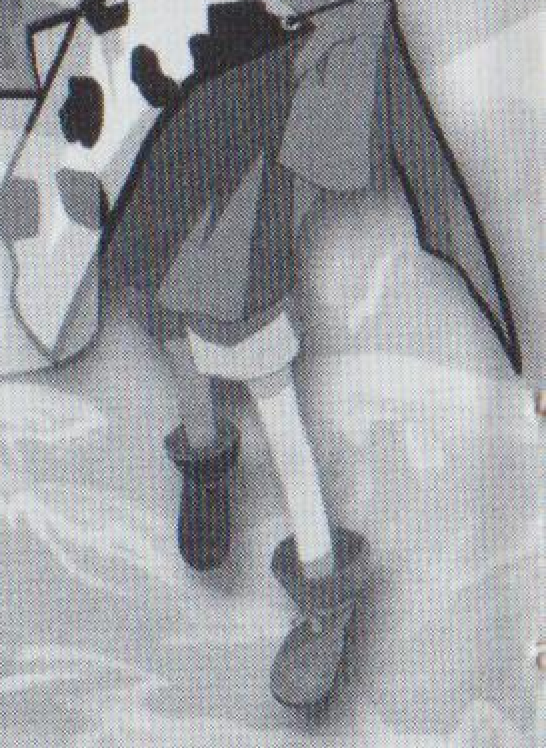
Rozalin (Rozy) Age:17 ♀

The daughter of Overlord Zenon. She was brought up in a mansion and knows nothing about the outside world. She has a different way of thinking from any other human or demon.



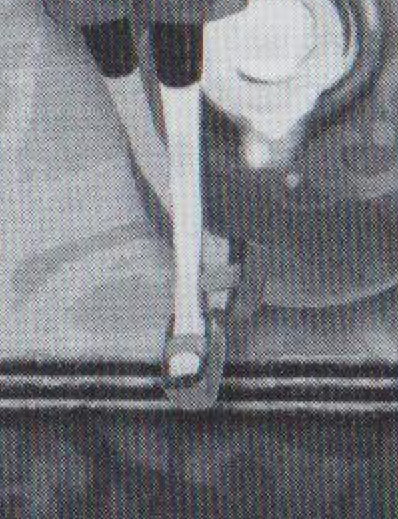
Etna Age:1473 ♀

A Demon Lord who travels to Veldime with her servant Prinnies, to defeat the legendary Overlord Zenon and to obtain the title of "God of all Overlords".



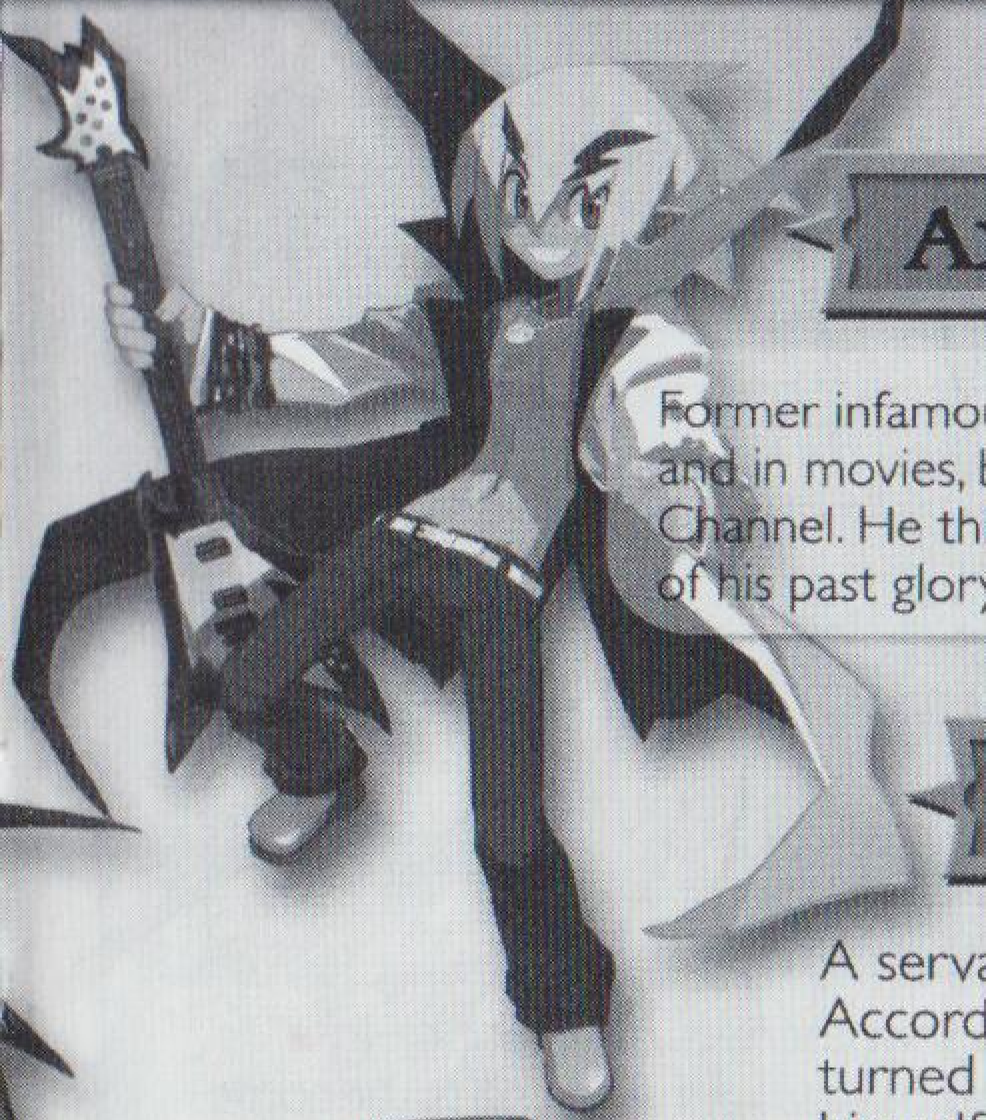
Taro Age:11 ♂

Adell's little brother. A little boy who is fairly timid, but also quite sarcastic. He admires Rozalin and eventually comes to adore her.



Hanako Age:9 ♀

Adell and Taro's little sister. A little girl who is lively and rather precocious. She admires Adell and dreams of becoming a strong, sexy demon some day.



Axel

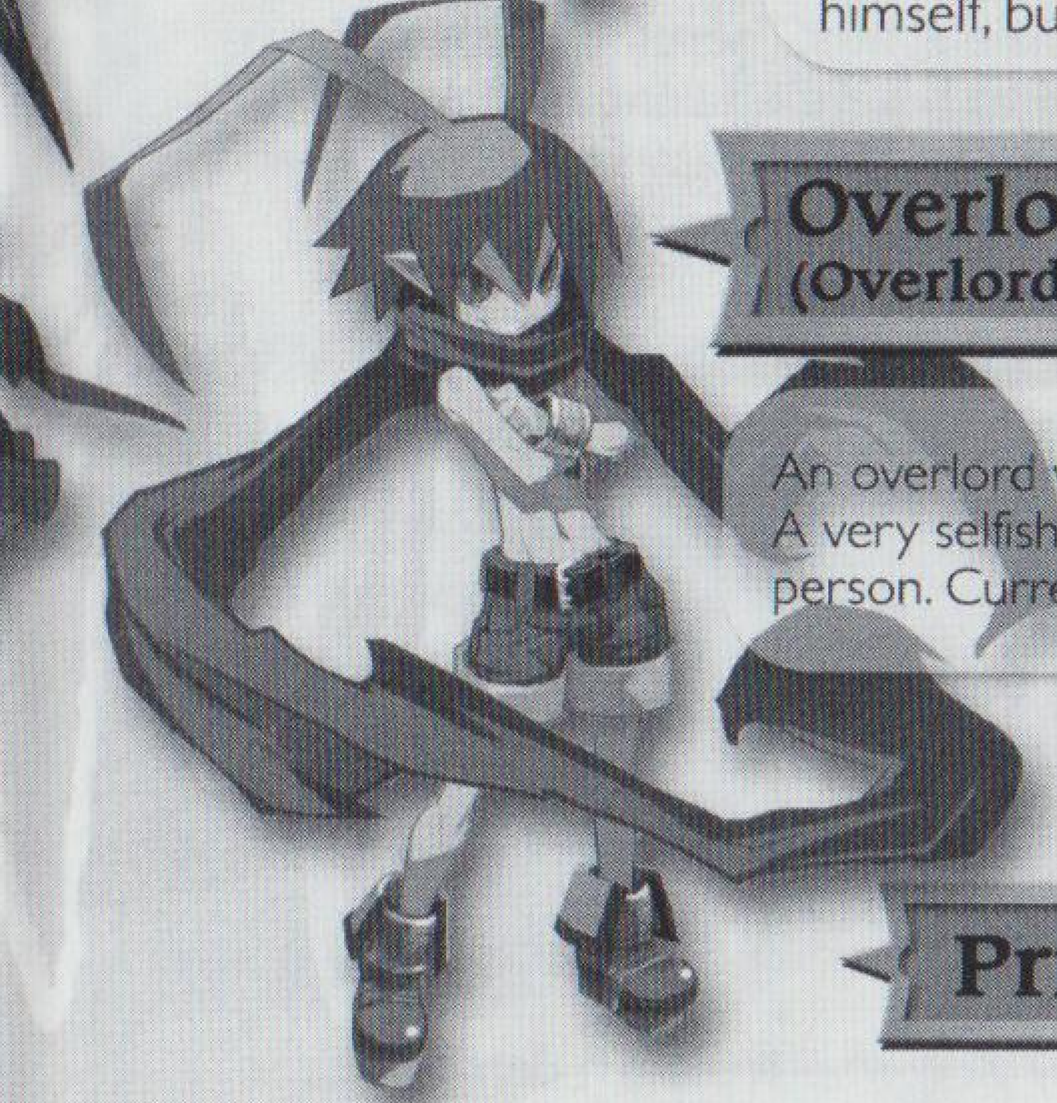
Age:2188 ♂

Former infamous Dark Hero. He used to be popular on TV and in movies, but now he is just a host for the Traveling Channel. He thinks he is still very popular and cannot let go of his past glory.

Tink

Age:15 ♂

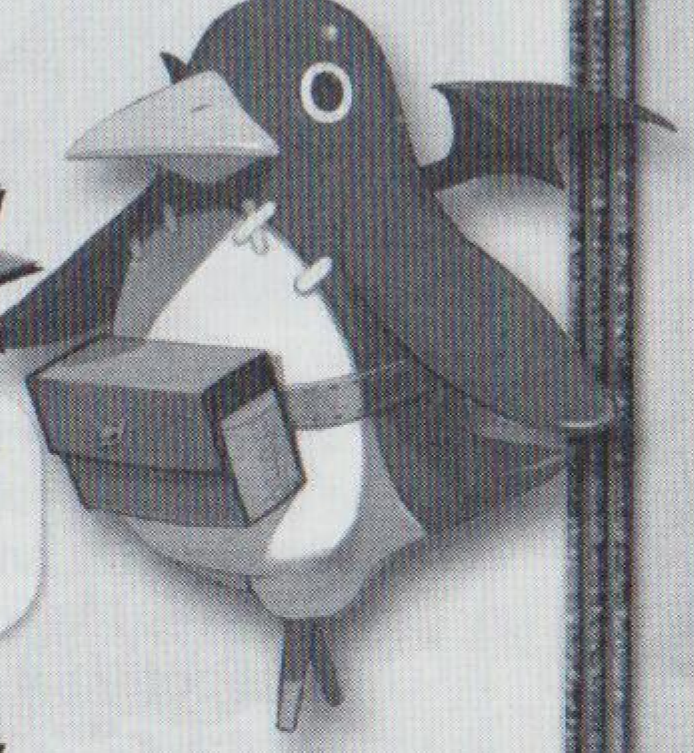
A servant of Zenon and Rozalin's childhood friend. According to him, he is a beautiful young man, but was turned into a frog-like creature. Usually he behaves himself, but when he snaps, he can be very troublesome.



Overlord of another netherworld (Overlord Laharl)

Age:1316 ♂

An overlord who rules a netherworld that is different from Veldime. A very selfish and egotistical "I-am-the-ruler-of-everything" kind of person. Currently in a feud with his vassal, Etna.



Prinnies

Faithful(?) servants hired by Etna. Although treated horribly by their selfish master, their carefree personality suggests that the servant-master relationship is okay.

Fallen Angel Flonne

Age:1512 ♀

An angel who is learning how to cope with being a fallen angel in Laharl's world. A klutzy love maniac who tries to cover everything up with love. She also loves Hero Animes and Special Effects Movies.

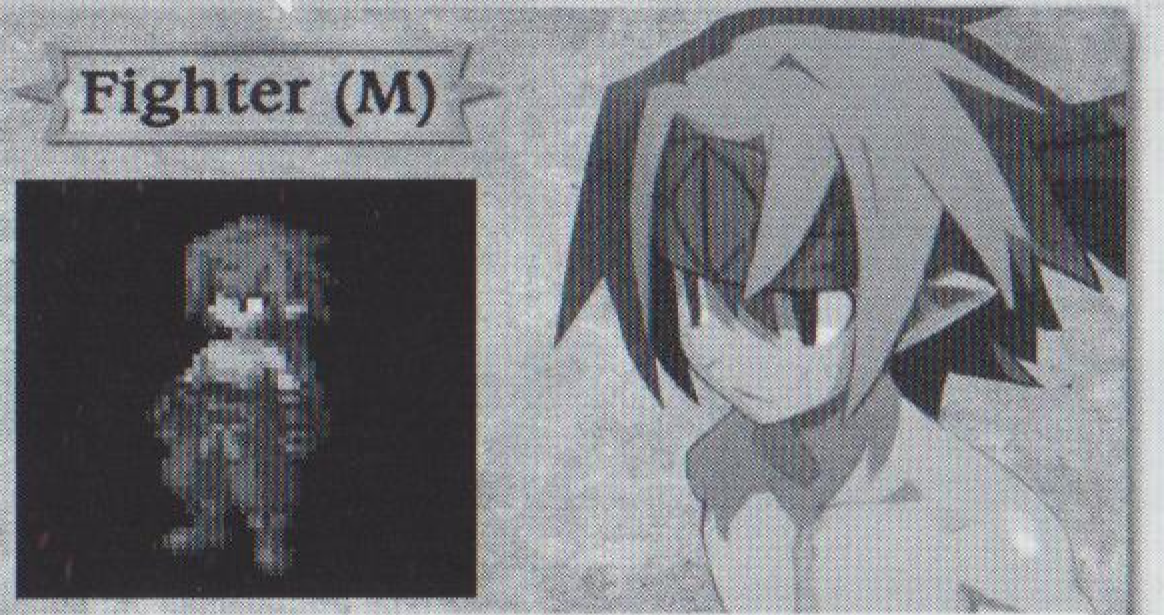
Yukimaru

Age:20 ♀

A kunoichi (girl Ninja) who is on a secret mission. She believes that the spirit is the most important thing to a Ninja, and always says "zam" at the end of her sentences.

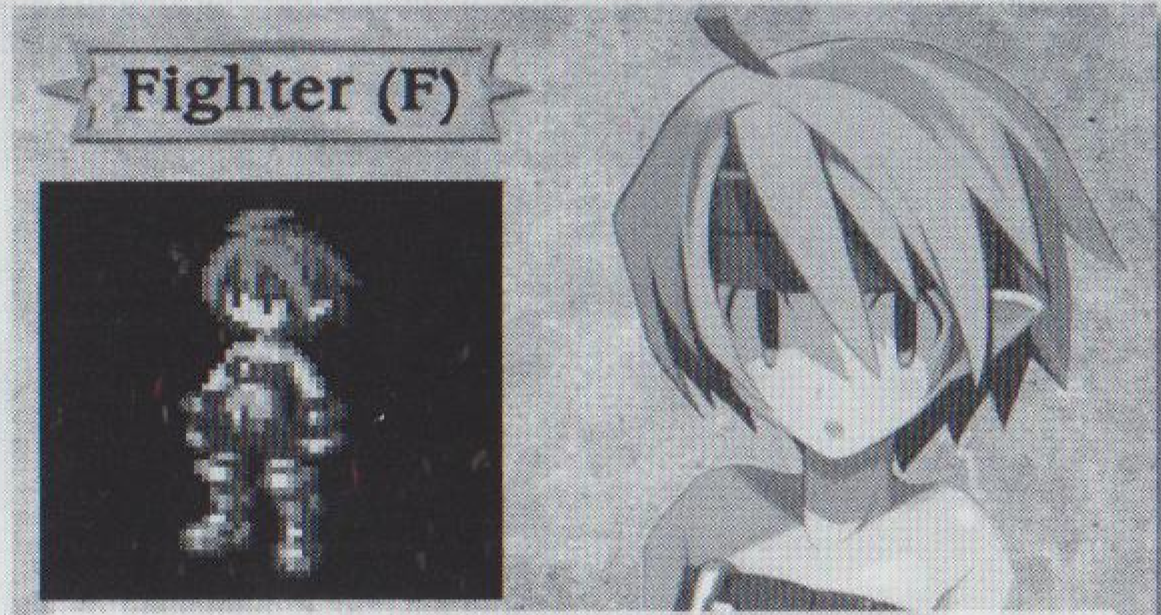
Classes

Fighter (M)



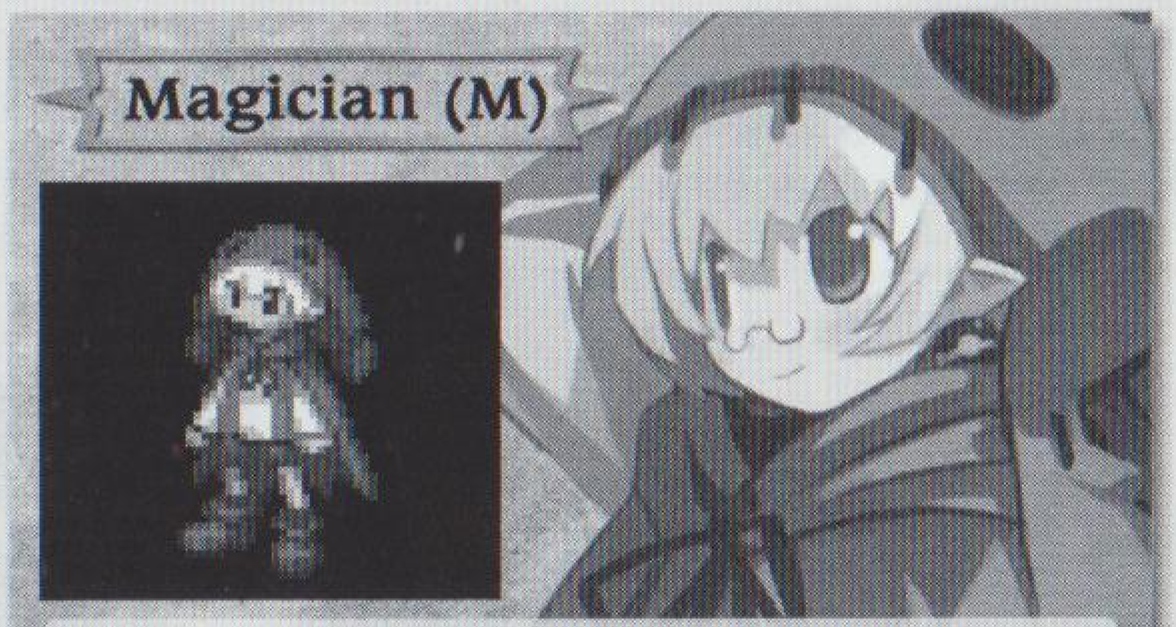
Although only lightly equipped, their ability to harden their body and wield swords allows Fighters to have rapid sword attacks. An even balance between offence and defence makes them the key unit in battle.

Fighter (F)



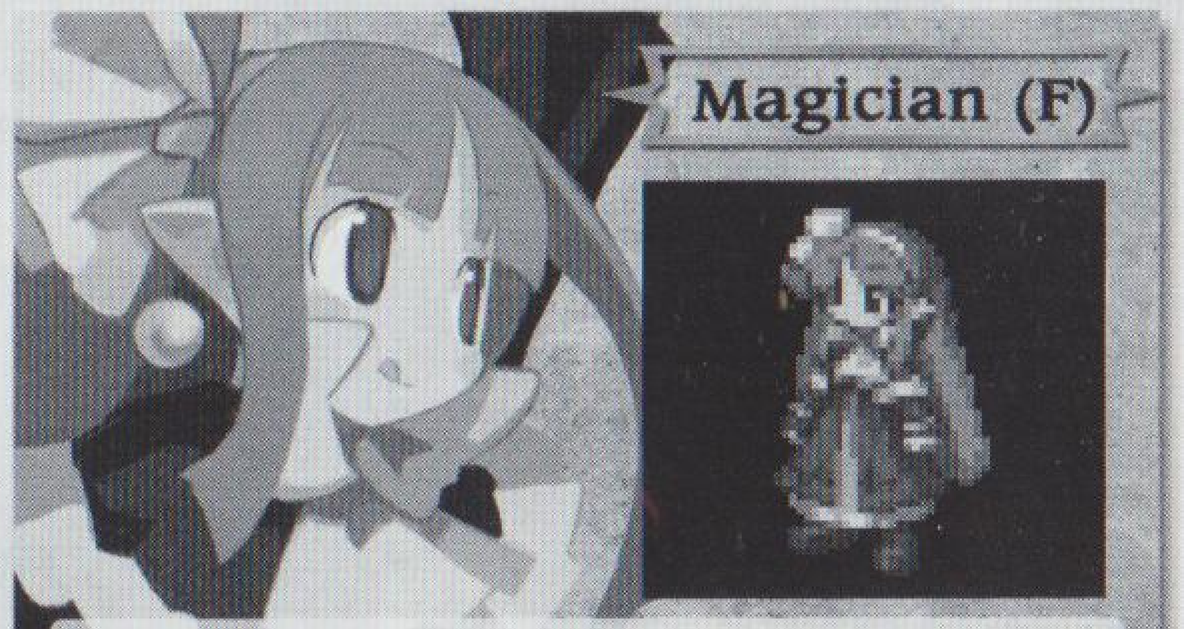
It is said that there is one chance in a thousand of having the talent to become a female fighter. Therefore, those who seem to have the talent are taken in for training by a first class female fighter at a young age, and are taught survival techniques.

Magician (M)



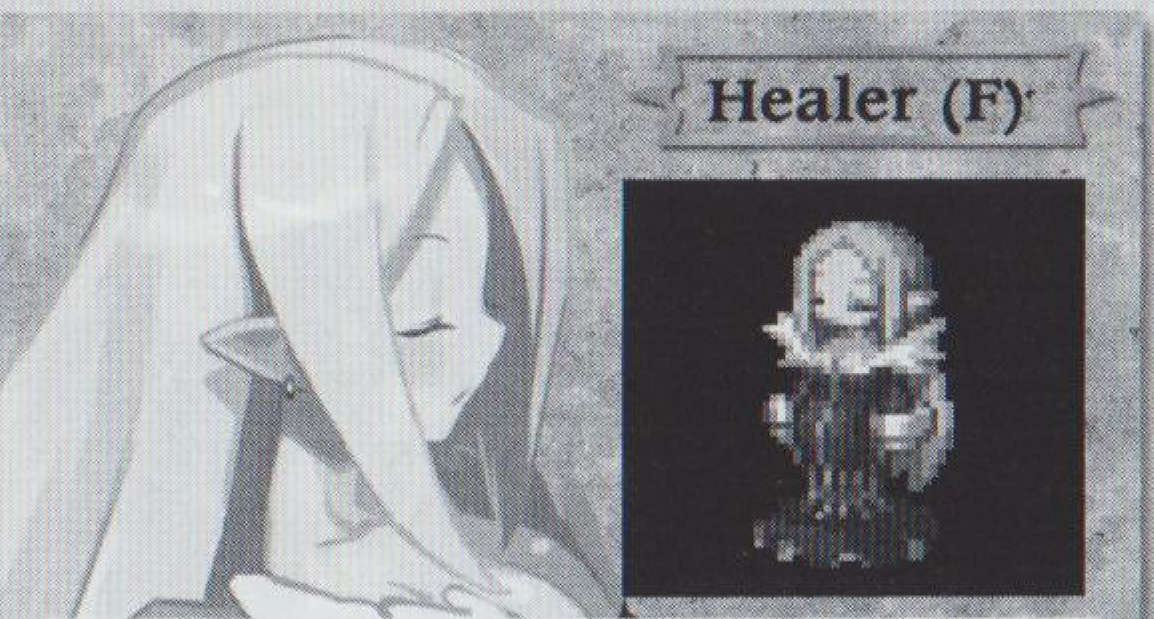
Only the boys who survive the fierce academic competition are granted the traditional robe that increases concentration, and are allowed to call themselves Magicians. They have great mental potential and are able to learn many magical spells.

Magician (F)



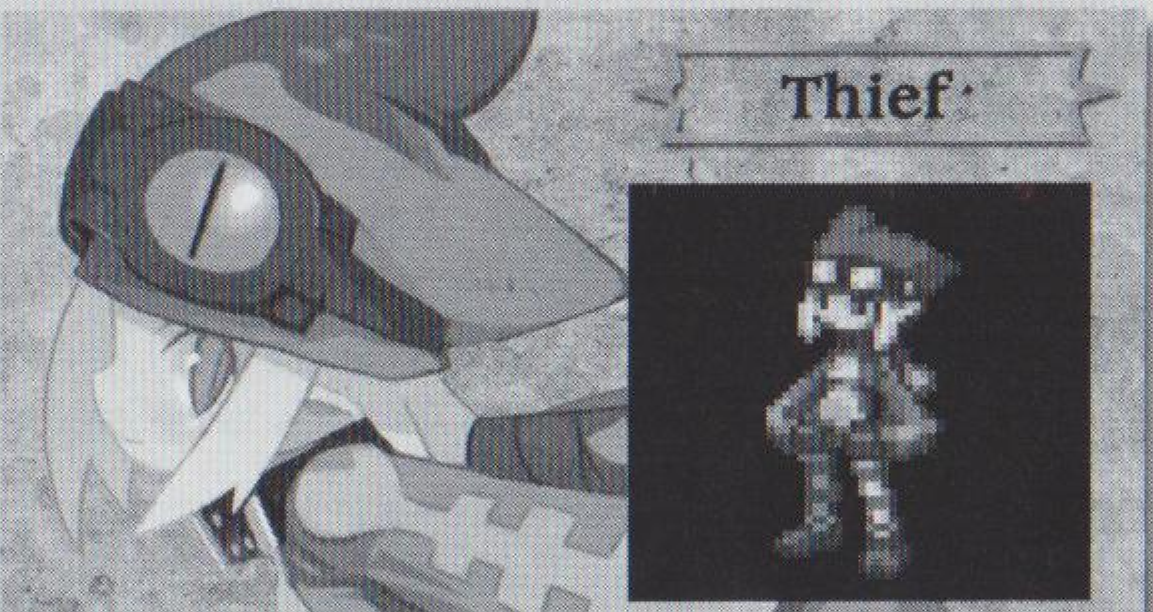
Many girls who are born demons have the natural ability to become a Magician. Their giant ribbon serves as an antenna to absorb magical powers from the atmosphere, and enables them to retrieve knowledge about magic without having to study it.

Healer (F)



Their ancestors are known to be fallen angels who were banished from the heavens, and are said to have spread the knowledge of healing throughout the netherworlds. They feel that they can prove their existence by healing others.

Thief

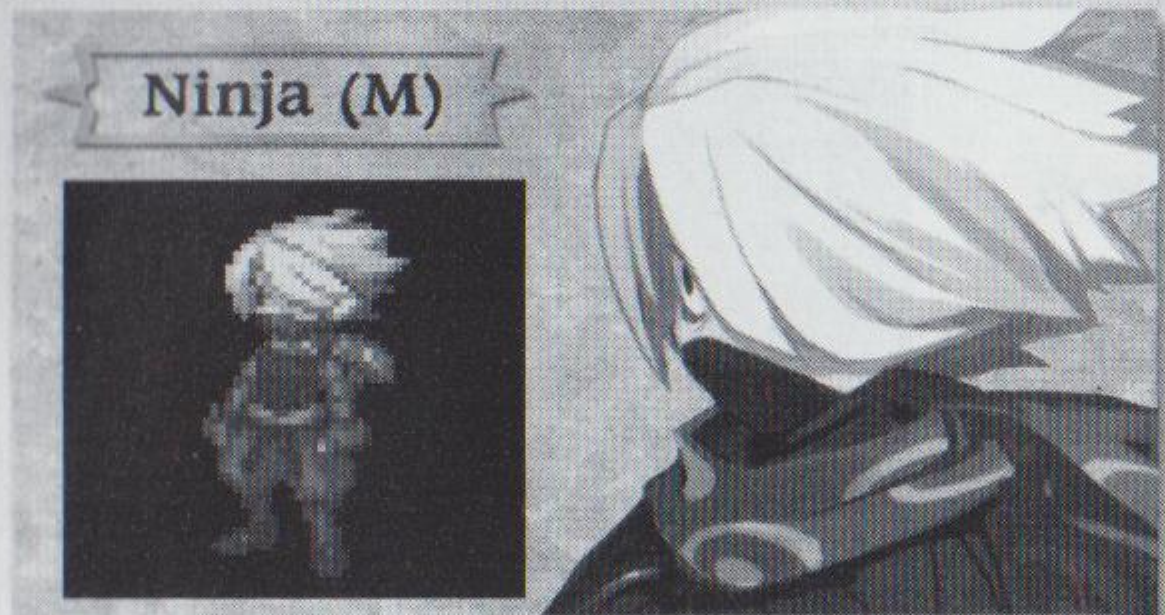


In a demon's society, theft is recognised as a traditional technical field from ancient times. Their skills of stealing not just monetary objects, but things that are not visible to the eye, like their opponents' emotions, hold infinite possibilities.

There are more unique classes too.

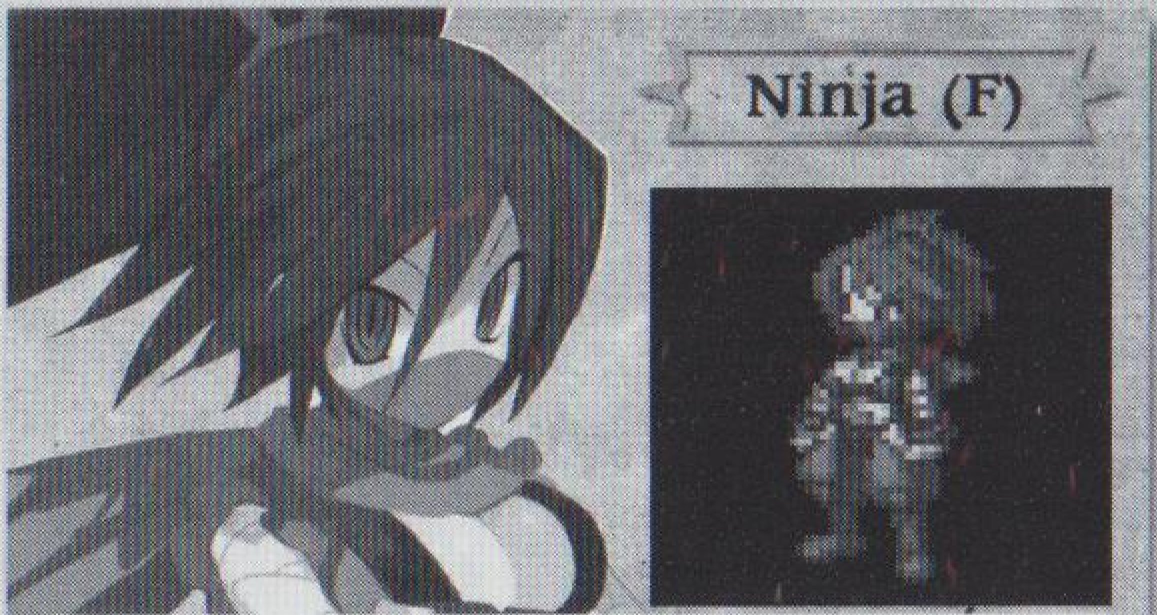
✦ Certain characters can only be made after you complete a certain requirement. Try finding those, too.

Ninja (M)



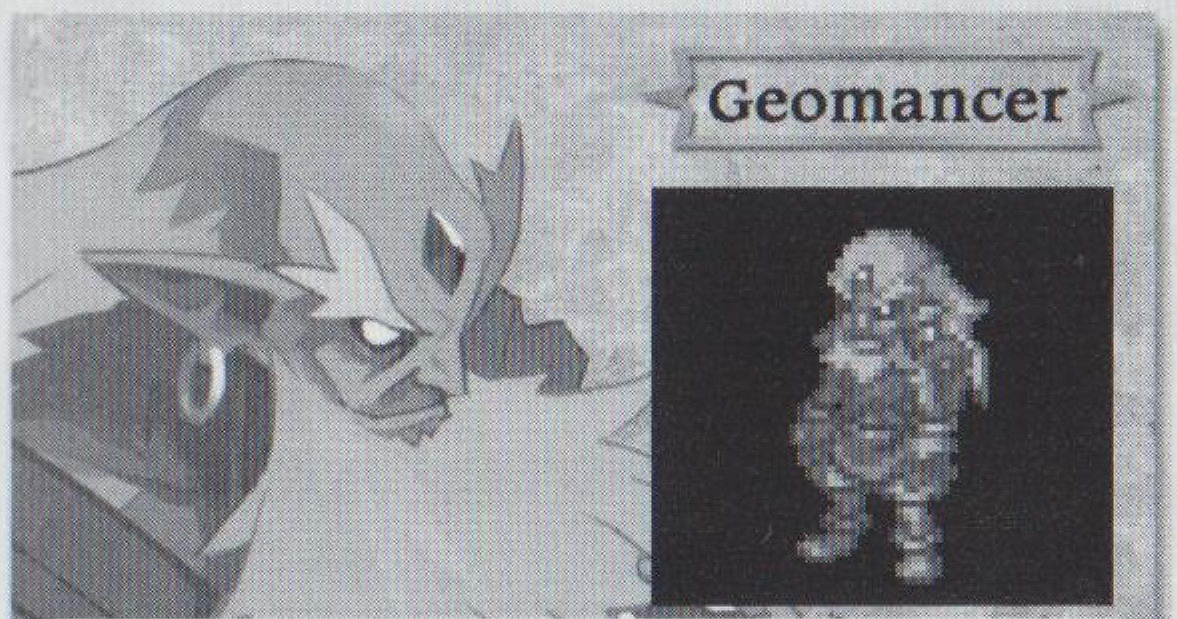
Their job is mostly assassination and they complete their missions with a cool-headed attitude. Their tough physical conditioning and unique combat skills, known as Ninpo, are excellent attributes. They follow strict commandments and are very loyal to their masters.

Ninja (F)



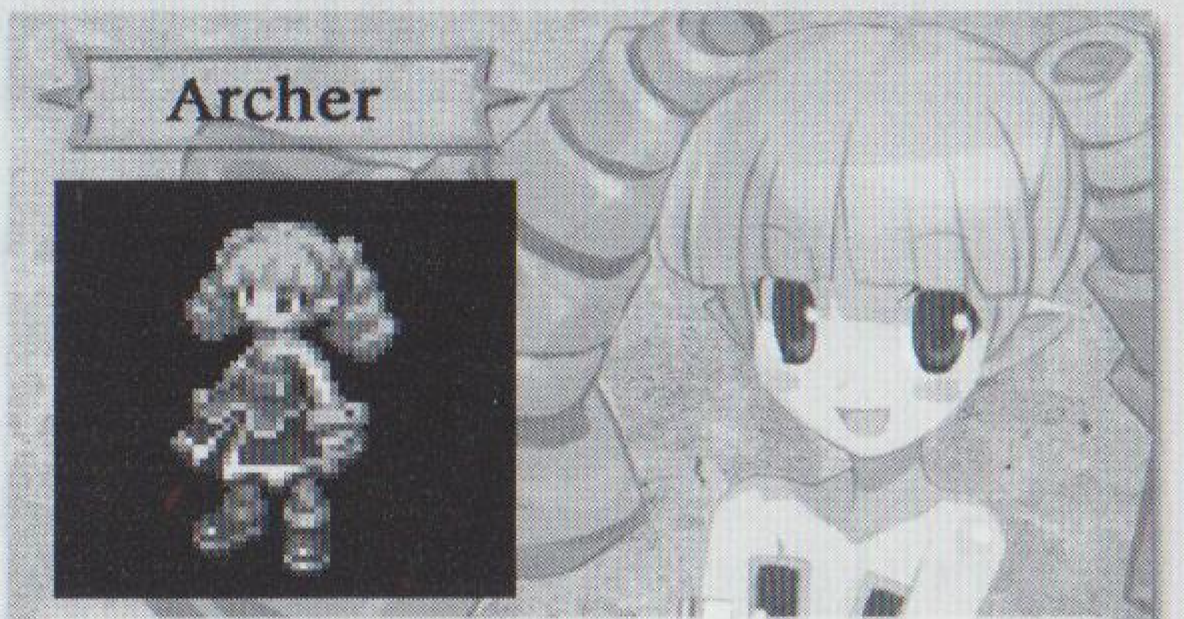
They may look beautiful, but they are assassins with murderous intents. Although they may not have as much physical strength as the male Ninja, their speed is unrivalled. They are very loyal and have been appointed as guards to the royal families.

Geomancer



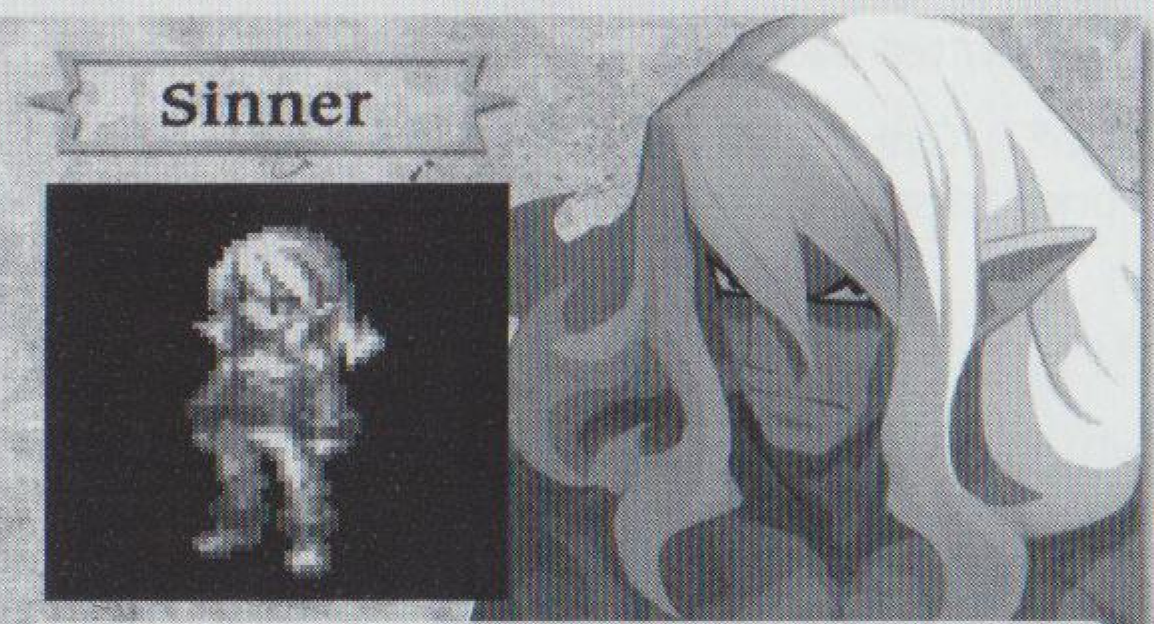
Old men who have the ability to control the GeoPanels. Although they may be difficult to deal with, they are strong allies to those who understand their abilities and the importance of Geo Symbols.

Archer



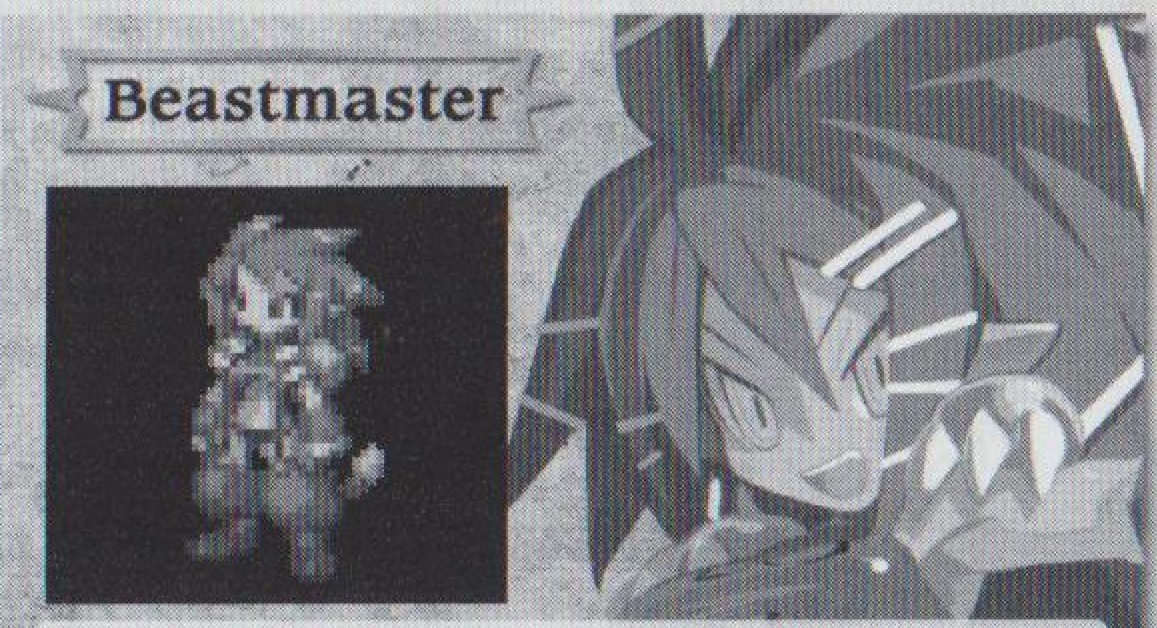
They specialise in the bow, and possess the ability to calculate accurately the strength and direction of the wind by listening to wind spirits.

Sinner



Those who have committed an especially atrocious crime in the netherworld are called Sinners. Because they are kept imprisoned in a special jail, they are only allowed to fight with their bare hands.

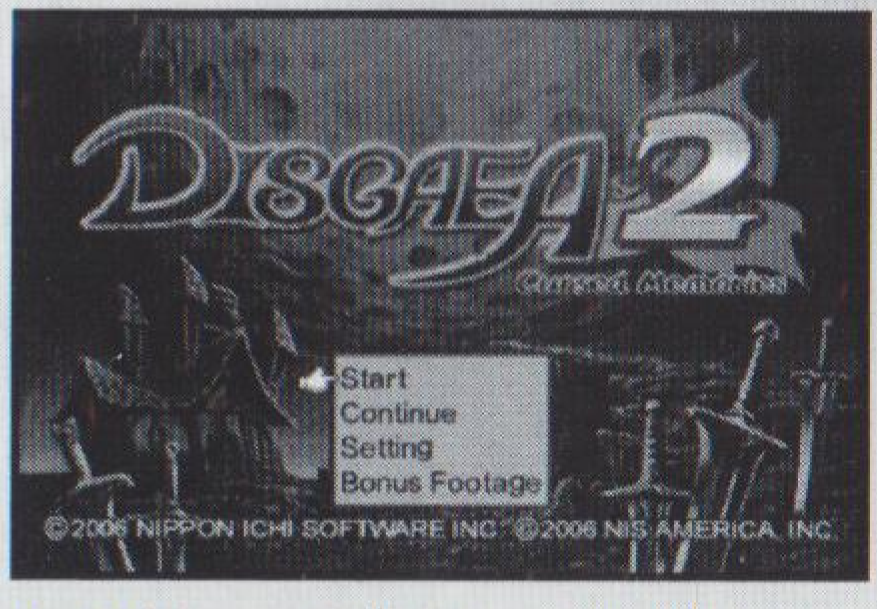
Beastmaster



First-Class breeders who specialise in training demonic beasts. Their abundant knowledge and skill is used solely for the purpose of creating the greatest demon ever.

How to Start the Game

When starting up the game, the title screen will display the game modes. If you are starting from the beginning, select "New Game". If you want to load a saved game, choose "Continue" and select your save data.



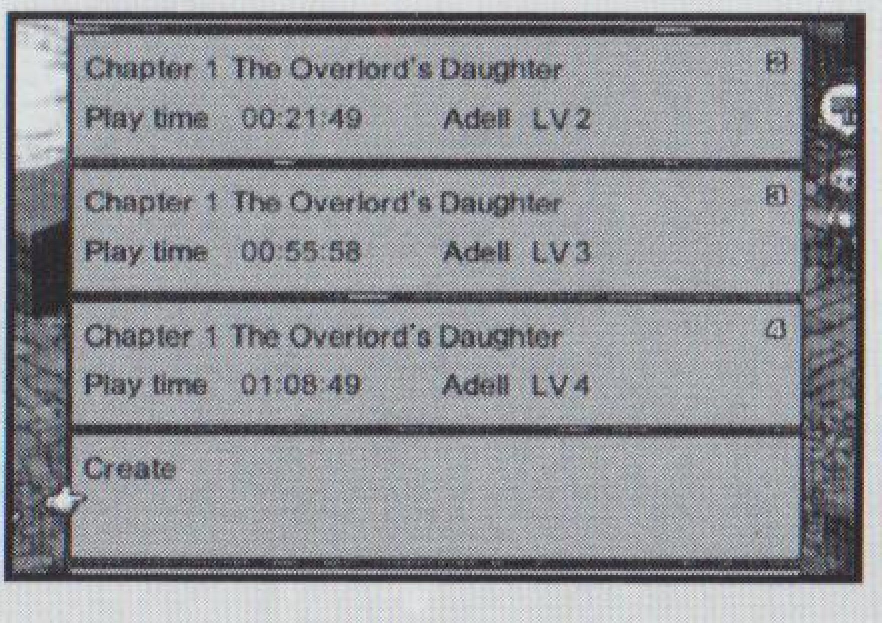
✦ It will take about 10 seconds for the game to load. When you want to reset the game, use the "Quit" option on the Main Menu to omit this loading time and return to the title screen.

Saving and Loading

Use the Memory Card (8MB)(for PlayStation®2) to save game progress. The save file will require at least 523KB of empty space.

Open up the General Menu on a Base Map, such as in Holt Village, and select "Save".
If you are saving new data, select "Create new data" and press the ✕ button. If you wish to overwrite saved data, select the data box and confirm.

On the title screen, select "Continue" to load a previous save and resume the game.



Chapter 1 The Overlord's Daughter
Play time 00:21:49 Adell LV2

Chapter 1 The Overlord's Daughter
Play time 00:55:58 Adell LV3

Chapter 1 The Overlord's Daughter
Play time 01:08:49 Adell LV4

Create

✦ Overwriting save data will result in the loss of the overwritten data.

✦ Saving requires a Memory Card (8MB)(for PlayStation®2). Only MEMORY CARD slot 1 is used. Insert the Memory Card (8MB)(for PlayStation®2) prior to saving.

✦ Do not do the following while saving:
1. Push the MAIN POWER switch.
2. Push the ⏻/RESET button.
3. Insert/remove the Memory Card (8MB)(for PlayStation®2).
Please be aware that these actions may result in loss of data.

BEGINNER Game Flow

This beginner section is an explanation of the basic knowledge needed to progress through the game.
Here, basic game flow is explained.

Start Chapter 1

An Event Occurs!

The story progresses as events are triggered.

Base Map Movement

Starting in Holt Village, you can freely move around the Base Map. Here, you can buy or sell items, use the hospital, visit the Dark Assembly, go to the Item World and collect information. You can also save here. Talking to the "Dimension Guide" will allow you to move on to a different area map.

Area Map Selection

Talking to the Dimension Guide will take you to the Area Map Selection screen. Once you select a map and enter a battle, you will not be able to return to the Base Map until you win. We recommend you heal your characters and save (p.8) prior to entering an Area Map.

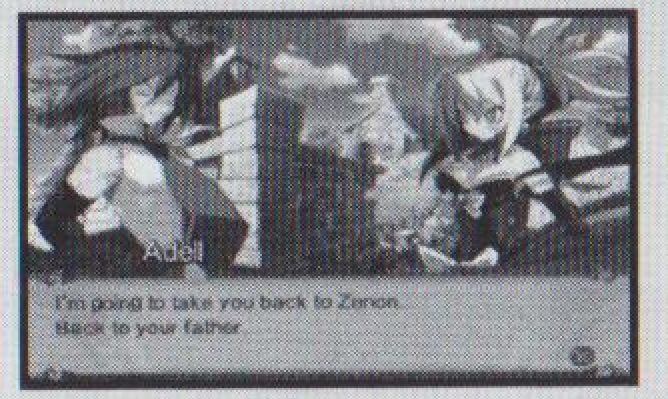
Fight through the Area Map

After one or more events, the battle starts. Clearing a map will unlock the next one.

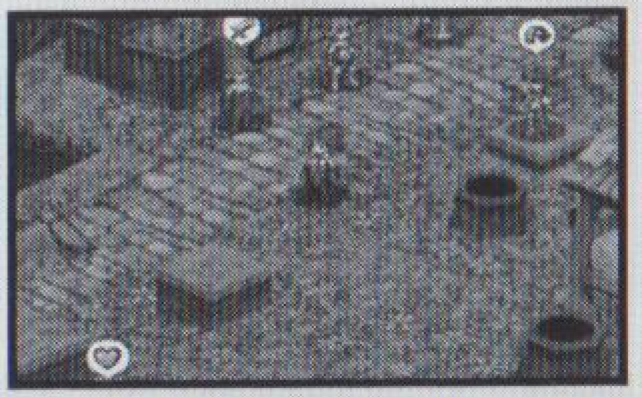
Defeat All Enemies to Clear Map

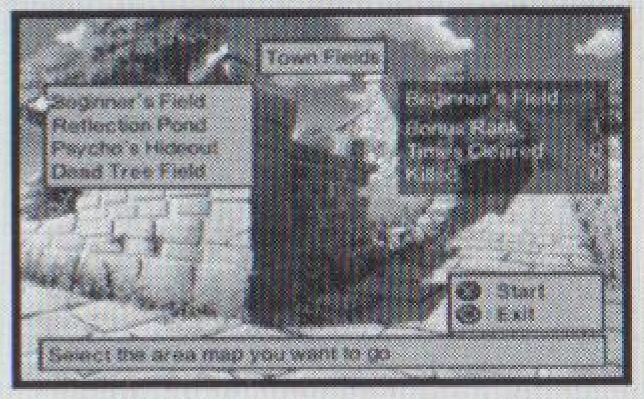
You clear a map by defeating all enemies.
If all your deployed characters (10 characters) die, it is Game Over.

End Chapter 1



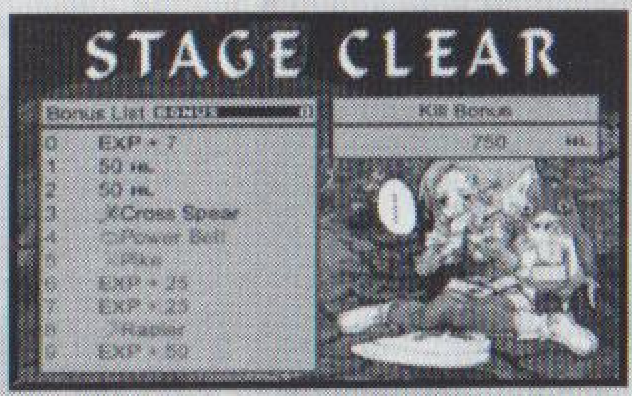
I'm going to take you back to Zenon.
Back to your father.




Town Fields
Beginner's Field
Reflection Pond
Psycho's Hideout
Dead Tree Field
Beginner's Field
Bonus Rank
Times Cleared
Kills
Start
Exit

Select the area map you want to go

52
TOTAL DAMAGE 52

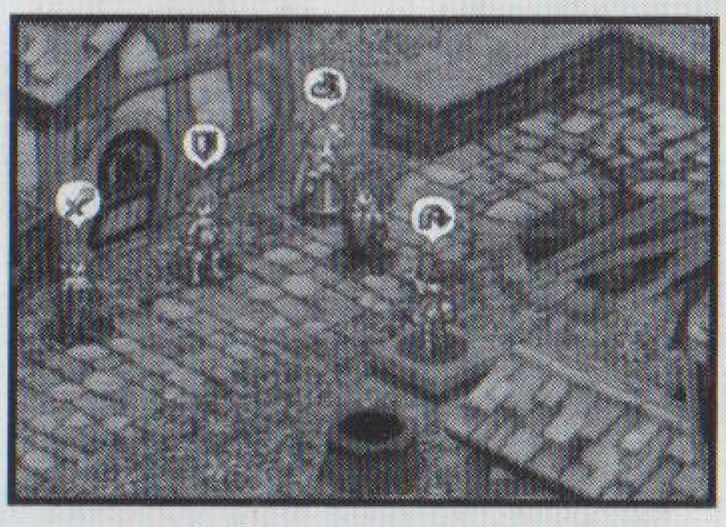

STAGE CLEAR
Bonus List
Kill Bonus
750 HL
0 EXP + 7
1 50 HL
2 50 HL
3 Cross Spear
4 Power Belt
5 Pike
6 EXP + 25
7 EXP + 25
8 Rapier
9 EXP + 50

In essence, repeating this game flow will allow you to progress through the game. The story consists of 13 Chapters, but the ending may change depending on how you play.

BEGINNER Base Map Actions

On the Base Map, such as Holt Village, you can control the main character Adell, talk to the residents and do some shopping.

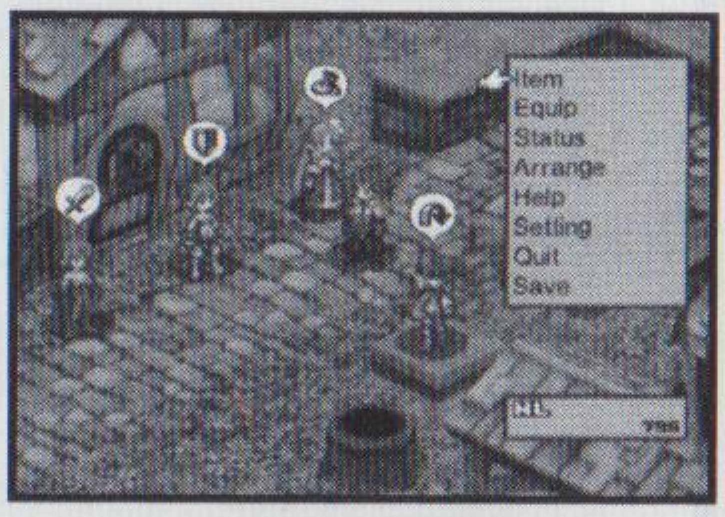
Character Controls on the Base Map



Left analog stick / directional buttons	You can move the main character, Adell.
○ button	Adell will jump.
× button	Walk up to a resident and press the × button to start a conversation with them.
L1 / R1 button	Change the camera angle.
L2 button	Zoom the camera in and out.

Commands on the Base Map

Press the △ button on the Base Map to display the main command menu.



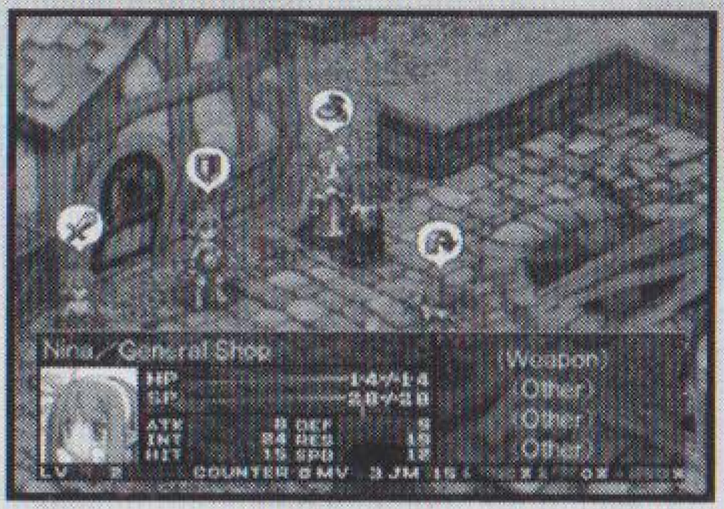
Item	Check and organise your items, switch between Item Bag and Warehouse with the L1 / R2 buttons.
Equip	Check or change your characters' equipment.
Status	Check the status of your characters.
Arrange	Sort your characters manually, by level, by attribute, by race, etc.
Help	Find out about fighting and combat.
Settings	Set graphics and audio options for the game (p.17).
Quit	This will reset the game and return you to the title menu. Please note that if your game is not saved, your current progress will be lost.
Save	Save your current game (p.8).

HL	Displays the current amount of money (Hell) you have.

✦ There are 24 slots in the Item Bag and 512 slots in the Warehouse for items.

BEGINNER Let's Prepare for an Adventure!

Shopping

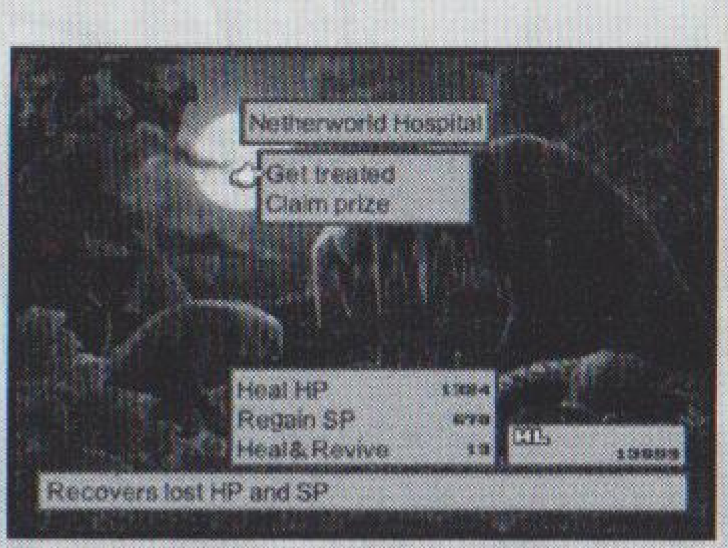

Nina / General Shop
HP 14/14
SP 28/28
ATK
DEF
INT
RES
HIT
SPD
LV
COUNTER
MV
JM
(Weapon)
(Other)
(Other)
(Other)

On the Base Map, you can talk to the weapon merchant, armour merchant and general merchant to do your shopping.
In order to buy items, you will need Hell (Money). When buying equipment, you can try it on before you buy. Compare it with your current equipment before making your decision.

Weapon Merchant	Mainly sells items that will increase attack power. Also sells staves for characters who use magic.
Armor Merchant	Mainly sells items that will increase defence power. If approved by the Dark Assembly, you may be able to buy accessories such as glasses (which increase accuracy).
General Merchant	Mainly sells healing items for use during battle.

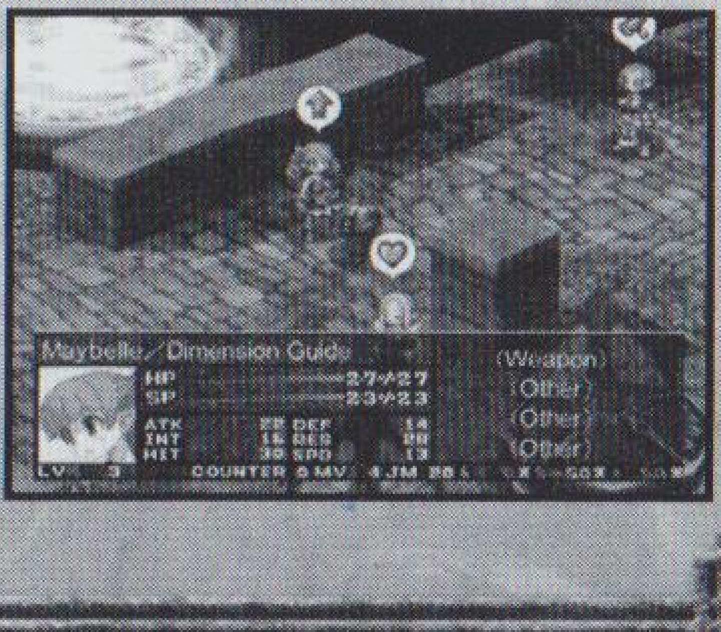
Product Rank	The quality of products sold by the merchants differs by Product Rank. Higher Product Ranks mean that the price will increase, but so will the strength and quality of the product. Changing Product Ranks can be done via the Assembly, by selecting "I want more expensive stuff" or "I want cheaper stuff" (You need to have the bill passed).
Customer Rank	By continuing to shop, you can increase the Customer Rank. The Product Rank mentioned above can be increased up to the Customer Rank.

Netherworld Hospital


Netherworld Hospital
Get treated
Claim prize
Heal HP
Regain SP
Heal & Revive
Recovers lost HP and SP

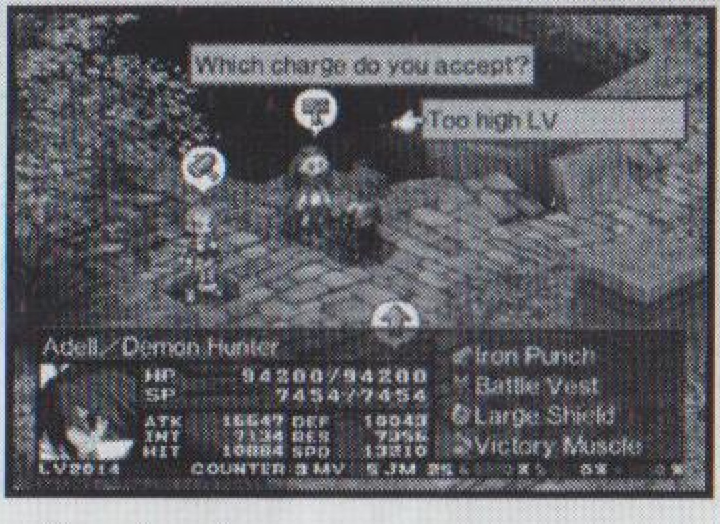
By paying Hell (Money), you can recover lost HP and SP. If you use it often, you will be offered free gifts. Select the item you want and press the ✕ button to receive your free gift.

Dimension Guide


Maybelle / Dimension Guide
HP 27/27
SP 23/23
ATK
DEF
INT
RES
HIT
SPD
LV 3
COUNTER
MV
JM
(Weapon)
(Other)
(Other)
(Other)

When you want to get out of the base map to travel to the area maps, talk to the Dimension Guide. If you want to skip the event conversation, press the △ button when you select the area map.

Post Officer



Which charge do you accept?

Too high LV
Adell / Demon Hunter
HP 94200/94200
SP 7454/7454
ATK
DEF
INT
RES
HIT
SPD
Iron Punch
Battle Vest
Large Shield
Victory Muscle
COUNTER
MV
JM

When the player (you) commits a crime, the Dark Court will send a subpoena to the Post Officer. Accept the subpoena and go to the Item World. When you go to Court in the Item World of that subpoena, you will be awarded a felony.

Receiving a felony is a medal of honour for demons. There are many crimes such as "Too many murders" or "Pitching Prinnies." Keep committing crimes to build your reputation.

✦ See "The Dark Court is Now in Session!" for details (p.32).

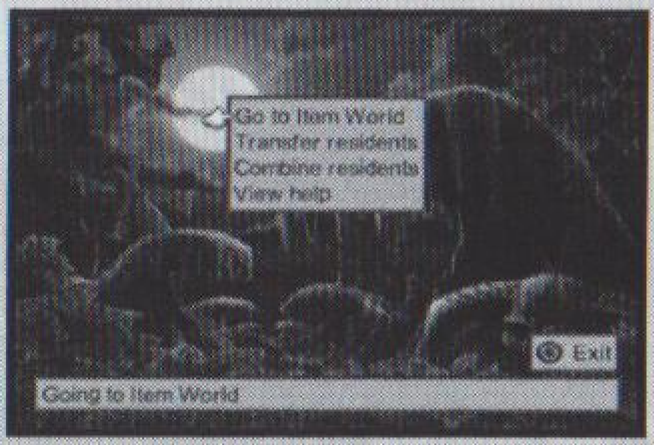
Item World Guide

All items contain a world called the "Item World". The Item World Guide will navigate you to this Item World.

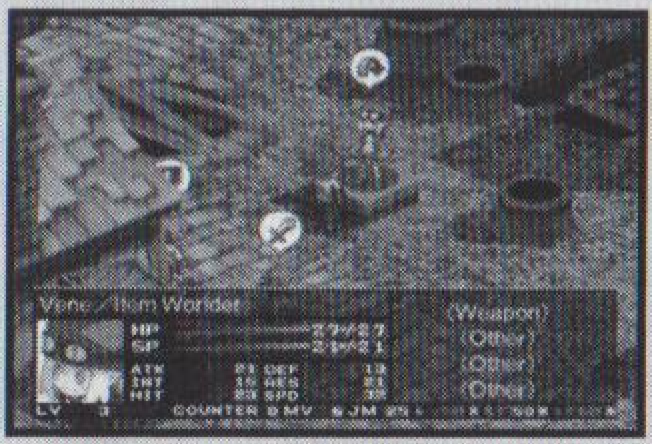
Item World Guide Menu	
Go to Item World	Select an item in your inventory and go into its Item World.
Move Residents	Moves the Innocent you have subdued to another item.
Combine Residents	Combines Innocents with the same jobs.

Purpose of the Item World

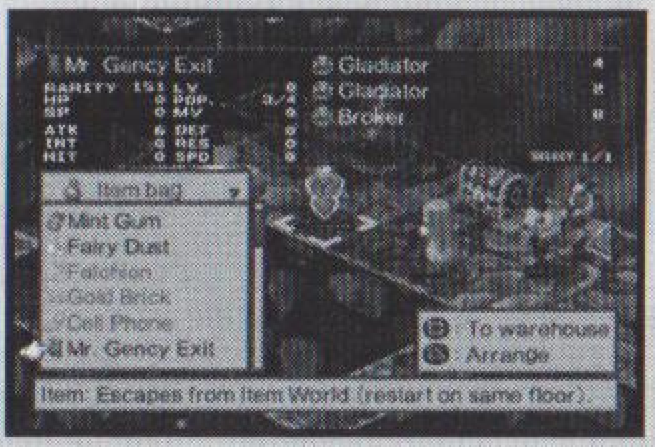
The number one reason for going to the Item World is to make the item more powerful. Items also have levels, and for each stage you clear in the Item World, the item will gain 1 level. You can only go back to the base map after clearing each 10th level. But there is an item called "Mr. Gency Exit", which will allow you to escape anytime from the Item World.



Go to Item World
Transfer residents
Combine residents
View help
Exit
Going to Item World



Vene / Item Worlder
HP
SP
ATK
DEF
INT
RES
HIT
SPD
(Weapon)
(Other)
(Other)
(Other)
LV
COUNTER
MV
JM

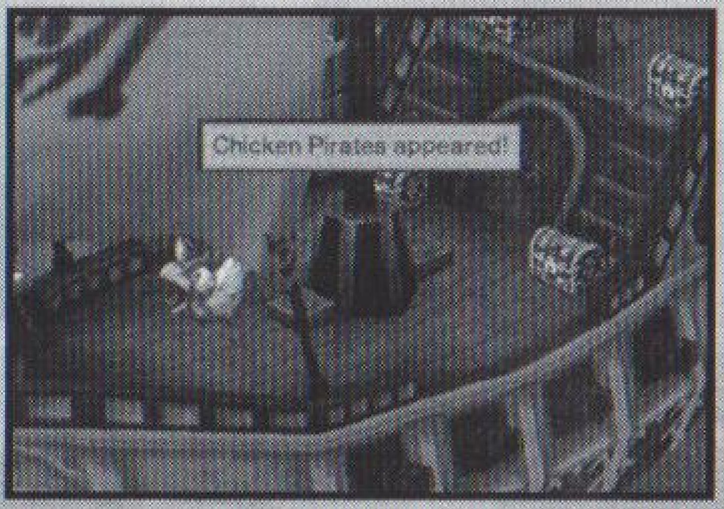


Item: Escapes from Item World (restart on same floor).

Mr. Gency Exit
RARITY
LV
HP
POP.
SP
MV
ATK
DEF
INT
RES
HIT
SPD
Gladiator
Gladiator
Broker
Item bag
Mint Gum
Fairy Dust
Falchion
Gold Brick
Cell Phone
Mr. Gency Exit
To warehouse
Arrange

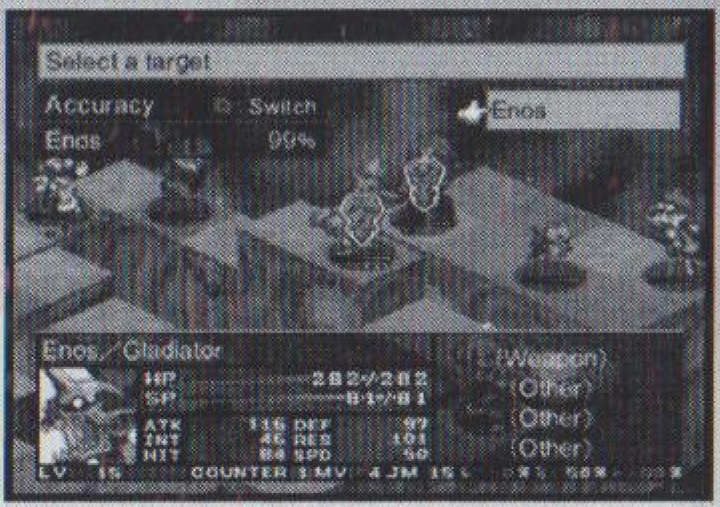
Notorius

There are also residents in the Item World. Most are called "Notorius" and are evil residents, so get rid of as many of them as you can.



Chicken Pirates appeared!

Innocent


Select a target
Accuracy
Switch
Enos
99%
Enos
Enos／Gladiator
HP 282／282
SP 81／81
ATK 116 DEF 97
INT 46 RES 101
HIT 84 SPD 50
(Weapon)
(Other)
(Other)
(Other)
LV 15
COUNTER 1 MV 4 JM 15

In contrast to the evil "Notorius" residents, the good residents are called "Innocent". They are labelled in the item's status as "Gladiator" or "Sentry". This means that somewhere in the Item World, there is an Innocent that will raise the "ATK (attack)" and "DEF (defence)" of your item. Normally, they only make the item slightly better, but by going to the Item World and defeating them, they will work harder to make that item even better.

Caution when Entering the Item World

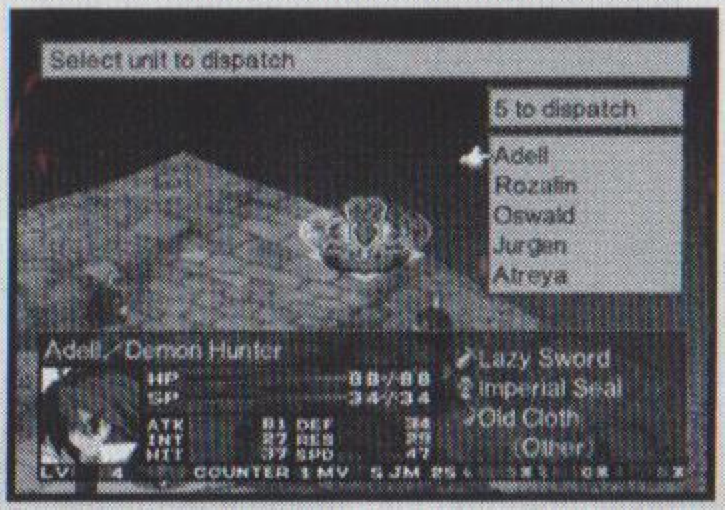
We recommend that you save before entering the Item World. In addition, if you want to enter the weapon or accessory you have equipped, you will need to take it off. (Since you are entering that item's world, you will not be able to take it in with you).

✦ See "Play Through the Item World" for details. (p. 30)

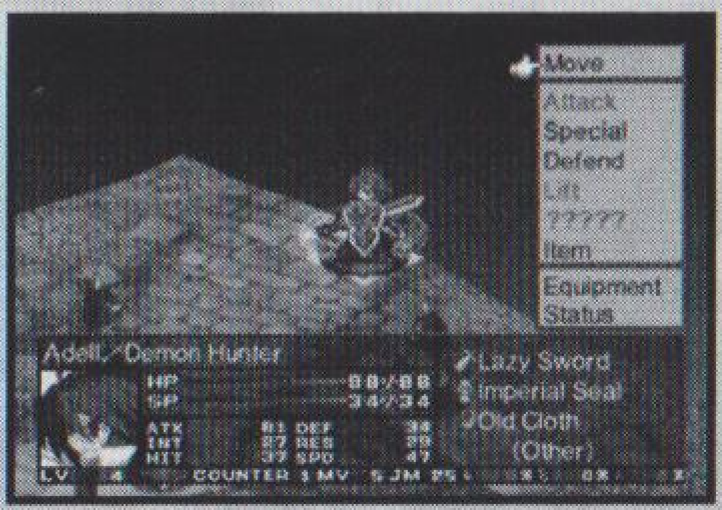
BEGINNER To Battle!

Talk to the Dimension Guide and select the Area Map to enter battle. Here, the basic controls for the battle map are explained.

How to send your allies out to fight


Select unit to dispatch
5 to dispatch
Adell
Rozalin
Oswald
Jurgen
Atreya
Adell／Demon Hunter
HP 88／88
SP 34／34
ATK 81 DEF 34
INT 27 RES 29
HIT 37 SPD 47
Lazy Sword
Imperial Seal
Old Cloth
(Other)
LV 4
COUNTER 1 MV 5 JM 25

By moving the cursor to the Base Panel and pressing the ✕ button, you will be able to see a list of all your characters.


Move
Attack
Special
Defend
Lift
?????
Item
Equipment
Status
Adell／Demon Hunter
HP 88／88
SP 34／34
ATK 81 DEF 34
INT 27 RES 29
HIT 37 SPD 47
Lazy Sword
Imperial Seal
Old Cloth
(Other)
LV 4
COUNTER 1 MV 5 JM 25

Select the character you want to fight with by moving the cursor to that character and pressing the ✕ button. This will show that character on the battle map. If you make a mistake and send out the wrong character, just go to him/her and press the ○ button to bring him/her back to the base panel.

About the Battle Commands

Here, the commands (to your friendly characters) used in battle are explained. To send a command to your character, set the cursor on that character on the battle map and press the ✕ button. The following commands will be displayed for you to tell them what you want them to do.

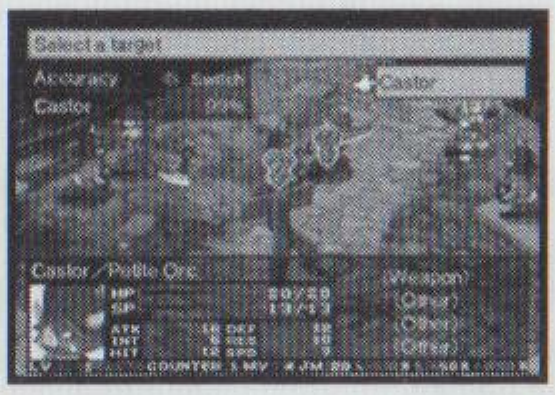
Move

Move freely within your character's movement range.

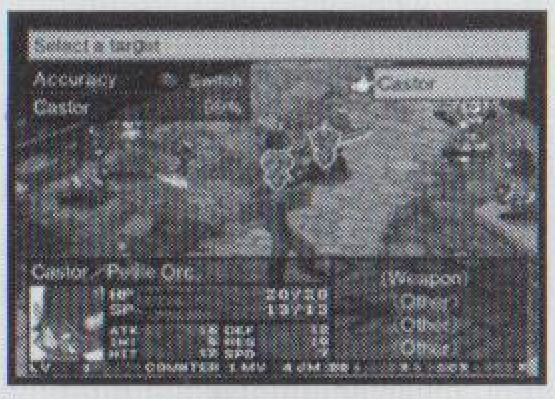
Attack

This will make the character do his/her normal attack.
Selecting this command will not immediately make him/her attack. To execute the command, bring up the menu with the △ button and select "Execute" or "End Turn". The "Execute" command will make all characters that have been assigned actions take those actions. The "End Turn" command will do likewise but then move on to the enemy's turn.

52
TOTAL DAMAGE 52



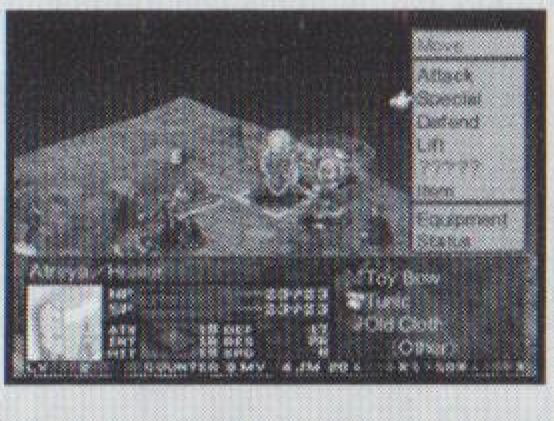
Select a target
Accuracy
Castor
Castor
Castor / Petite Orc



Select a target
Accuracy
Castor
Castor
Castor / Petite Orc

Special

This will make the character use his/her special move that he/she has learned. There are 3 types of special moves:



Move
Attack
Special
Defend
Lift
?????
Item
Equipment
Status

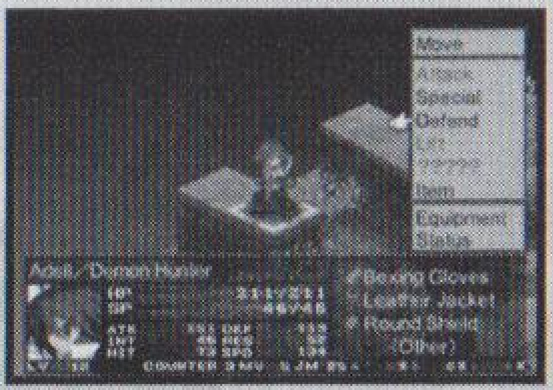
9dm
Adell / Demon Hunter

- **The character's unique special move.**
- **A special move learned from the weapon that is being used.**
- **Magic spells that most magic caster characters learn to use.**

Using the Special Move will use up SP (skill power).

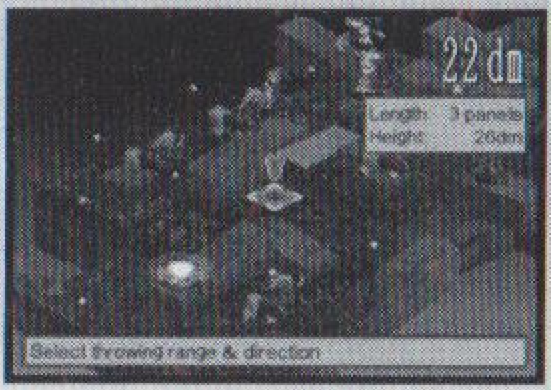
Defend

For that turn only, defence is increased. However, the chance to counter attack will decrease.

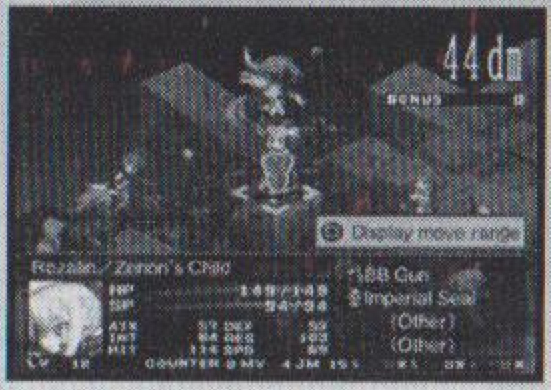


Move
Attack
Special
Defend
Lift
?????
Item
Equipment
Status
Adell / Demon Hunter

Lift / Throw


22dm
Length 3 panels
Height 26dm

Select throwing range & direction


44dm
BONUS
Display move range
Rozalin／Zenon's Child
HP
SP

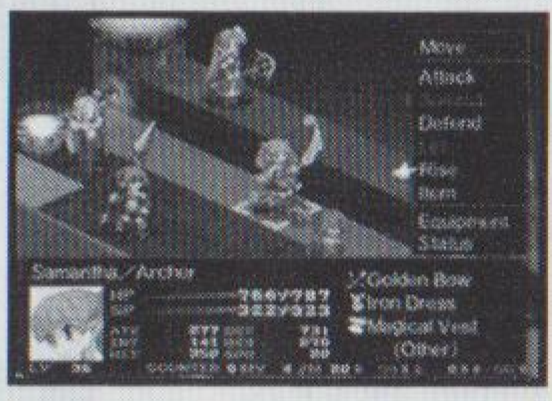
You can lift friendly and enemy characters you are standing next to. Select the "Throw" command while lifting a character and decide in which direction and how far you want to throw it. "Lift" and "Throw" are not full moves, so you can execute both in the same turn. Note that, if you end your turn while lifting an enemy, you will take damage from his weight, so be careful. (Lifting a friendly character will not cause damage).

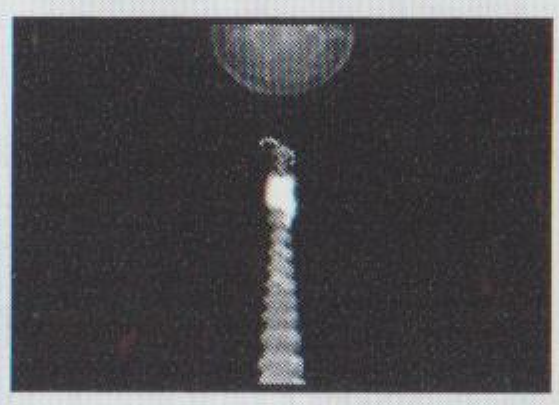
✦ Monster type characters such as the Prinny cannot use these commands, but they can be lifted and thrown.

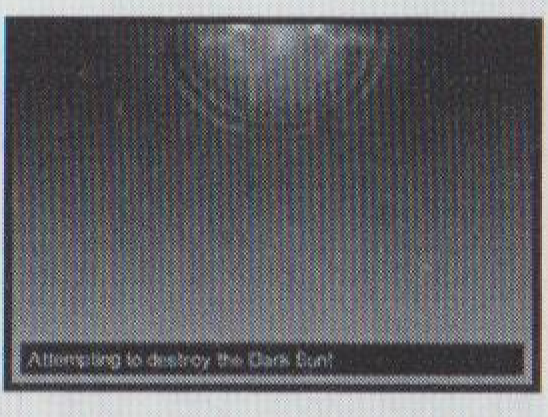
✦ Prinnies will explode when thrown, so be careful.

Ascend (✦ Only available on stages with the Dark Sun)

You will charge into the Dark Sun and challenge it to a fight. If the character that challenges the Dark Sun wins, the effects of the Dark Sun will stop, but it will not be able to return to the battle map, so be careful. The enemy may also ascend to the sun, but will not fight it. Instead, it will level up the enemies remaining on the map.

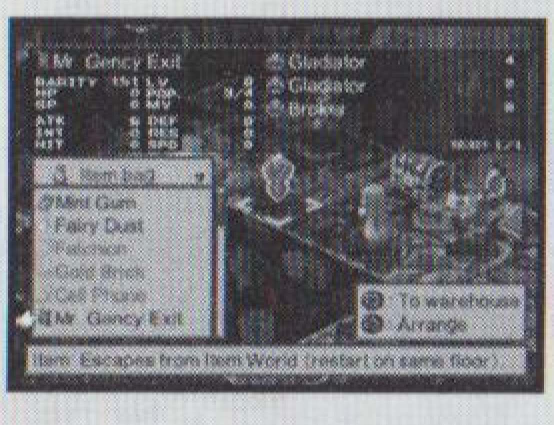

Move
Attack
Special
Defend
Rise
Item
Equipment
Status
Samantha／Archer
HP
SP
Golden Bow
Iron Dress
Magical Vest
(Other)





Attempting to destroy the Dark Sun!

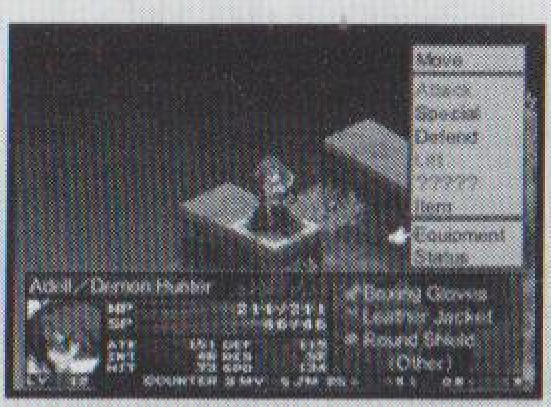
Item


Mr. Gency Exit
Gladiator
Gladiator
Broken
Item bag
Mint Gum
Fairy Dust
Falchion
Gold Ingot
Call Phone
Mr. Gency Exit
To warehouse
Arrange

Item: Escapes from Item World (restart on same floor).

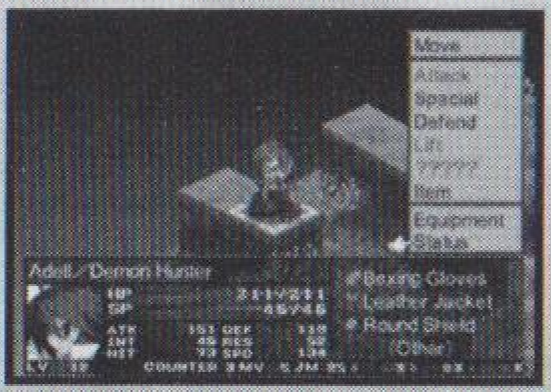
You can use items stored in the Item Bag.
Use recovery items to heal your HP (health) and SP (magic), or use the "Mr. Gency Exit" to escape from an Item World.

Equipment


Move
Attack
Special
Defend
Lift
?????
Item
Equipment
Status
Adell／Demon Hunter
HP
SP
Boxing Gloves
Leather Jacket
Round Shield
(Other)

Changes your characters' equipment. You can equip weapons and accessories you have in the Item Bag. You cannot switch between the Item Bag and the Warehouse, so prepare accordingly.

Status


Move
Attack
Special
Defend
Lift
?????
Item
Equipment
Status
Adell／Demon Hunter
HP
SP
Boxing Gloves
Leather Jacket
Round Shield
(Other)

Check the status of your characters.

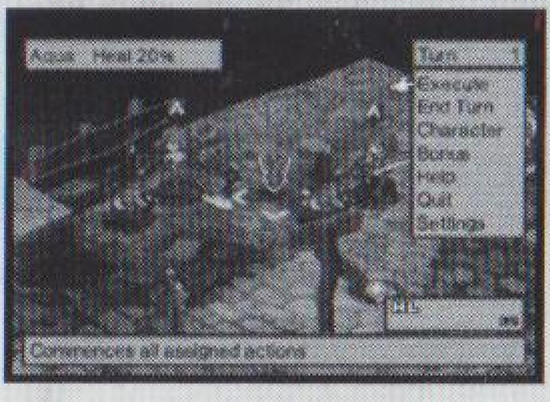
✦ In one turn, each character can only "Move" once and use "Attack", "Special", "Defend", "Lift/Throw", "Ascend" or "Item" once (You can both "Lift" and "Throw" in one turn).

✦ You can check Status and items in the Item Bag as many times as you want.

Battle Menu

Execute

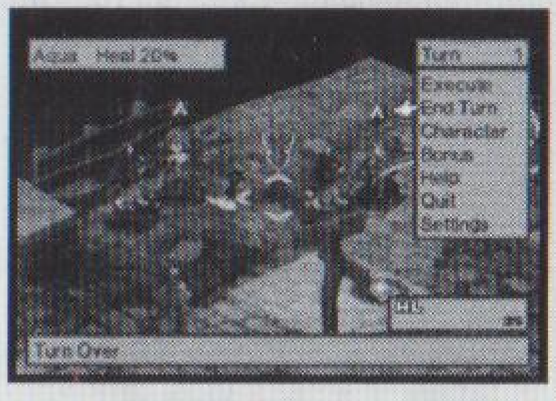
All characters that have been assigned an action will take those actions. They will execute them in the order they were assigned.


Aqua Heal 20%
Turn 1
Execute
End Turn
Character
Bonus
Help
Quit
Settings

Commences all assigned actions

End Turn

After all the characters who have been assigned an action have taken those actions, your turn will end and the enemy's turn begins.


Aqua Heal 20%
Turn 1
Execute
End Turn
Character
Bonus
Help
Quit
Settings

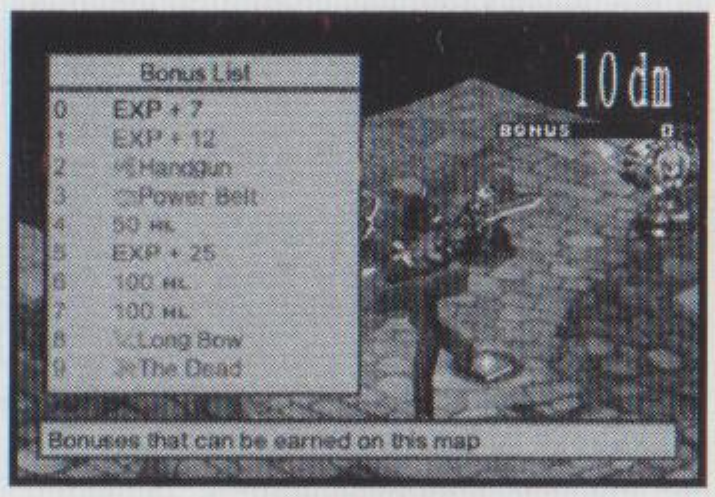
Turn Over

Character

All characters (friend or foe) on the area map will be listed by name. By selecting the character on the list, the camera and cursor will move to that character.

Bonus

Displays the bonus you will get from clearing the area map. The Bonus List corresponds to the Bonus Gauge at the upper right of the screen. If the Bonus Gauge fills to 1, you will get the bonus listed under 1 on the Bonus List. The Bonus Gauge fills when you attack an enemy.


10dn
BONUS
0

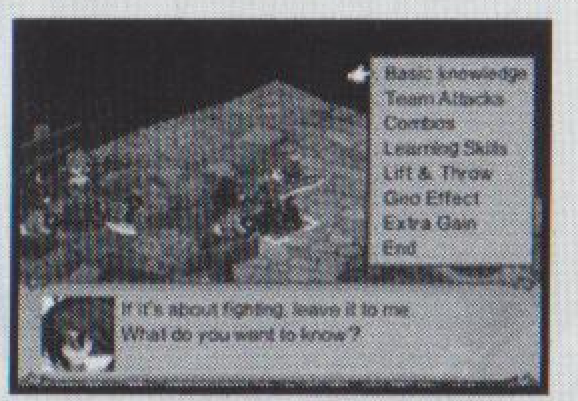
Bonus List

0	EXP + 7
1	EXP + 12
2	Handgun
3	Power Belt
4	50 HL
5	EXP + 25
6	100 HL
7	100 HL
8	Long Bow
9	The Dead

Bonuses that can be earned on this map

Help

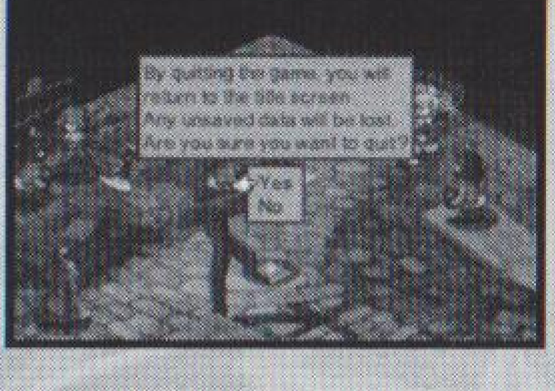
View explanations of combat basics. If you're a beginner, you should read this.


Basic knowledge
Team Attacks
Combos
Learning Skills
Lift & Throw
Geo Effect
Extra Gain
End

If it's about fighting, leave it to me.
What do you want to know?

Quit

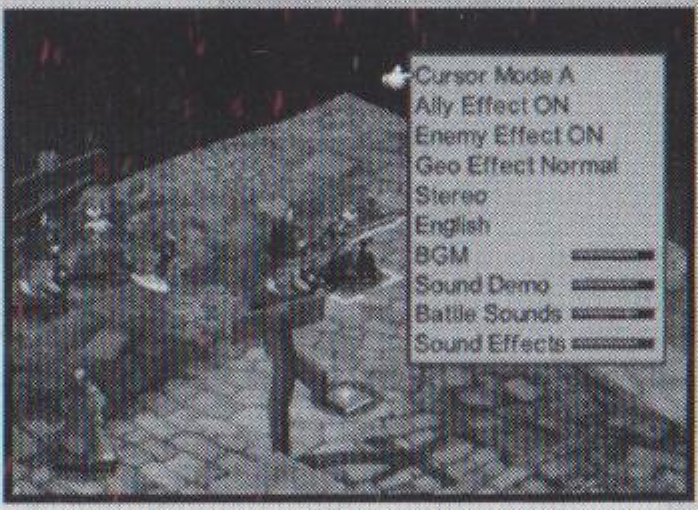
This will reset the game and return you to the title screen. If you have not saved, your current game will be lost, so be careful.



By quitting the game, you will return to the title screen.
Any unsaved data will be lost.
Are you sure you want to quit?

Settings

You can select different settings. Use the up/down directional buttons to select the setting you want to change and press the left/right directional buttons to change the settings. The ○ button will close the Setting options.



Cursor Mode A
Ally Effect ON
Enemy Effect ON
Geo Effect Normal
Stereo
English
BGM
Sound Demo
Battle Sounds
Sound Effects

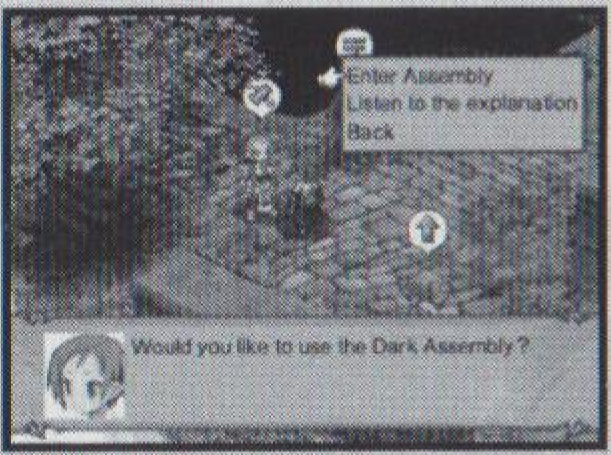
Cursor Mode	If you choose to use the directional buttons to move around the area map, the Cursor Mode setting allows you to select two different orientation methods for the diagonal grid.
Ally Effect On/Off	Turning this option off will skip the fighting moves of friendly characters.
Enemy Effect On/Off	Turning this option off will skip the fighting moves of enemy characters.
Geo Effect	Select between Normal and Quick Geo Effects.
Stereo/Mono	Switch between stereo and mono sound.
BGM	Adjusts the background music volume level.
Sound Demo	Adjusts the character voice volume during the event scenes.
Battle Sounds	Adjusts the character voice volume in battle scenes.
Sound Effects	Adjusts the sound effect volume.

BEGINNER Get an Apprentice! (Making Characters)

An explanation of how to create helpful apprentices for battles.

Step1

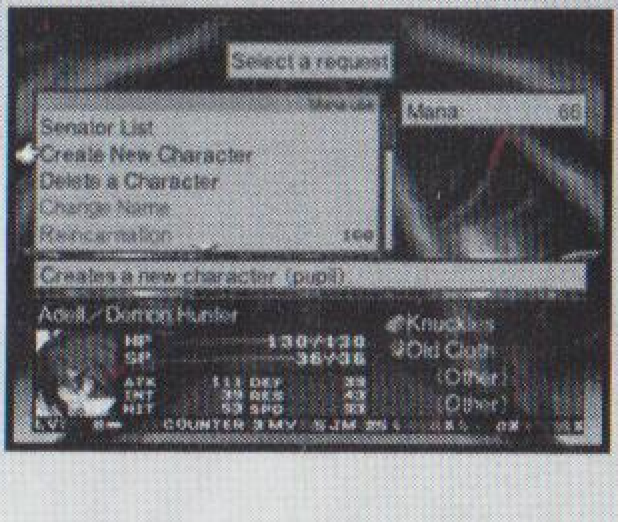
First, talk to the Dark Secretary and enter the Dark Assembly.



Would you like to use the Dark Assembly?

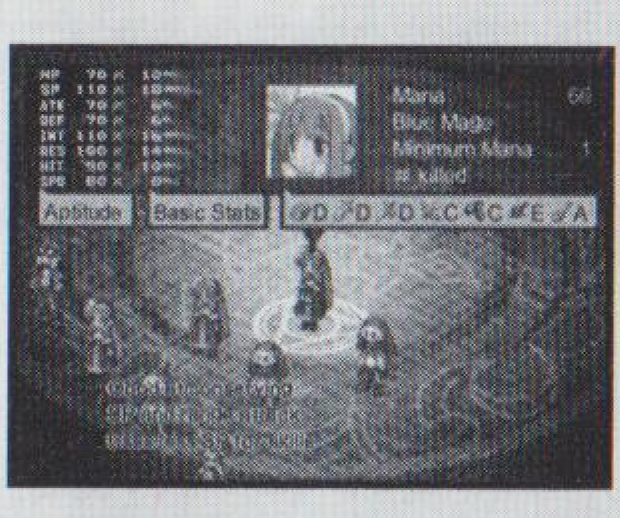
Step2

Select the character you want to use to gather the Assembly and then select the agenda "Make a New Character". Making a new character means that the character who gathered the assembly will become a master and receive a new apprentice.


Select a request
Senator List
Create New Character
Delete a Character
Change Name
Reincarnation
Mana 66
Creates a new character (pupil)
Adell / Demon Hunter
Knuckles
Old Cloth
(Other)
(Other)

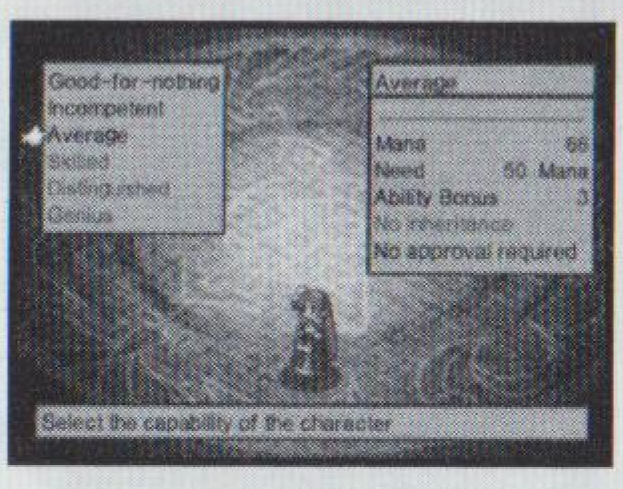
Step3

Select the apprentice's "Class" ("Job").


Mana 66
Blue Mage
Minimum Mana
Aptitude
Basic Stats

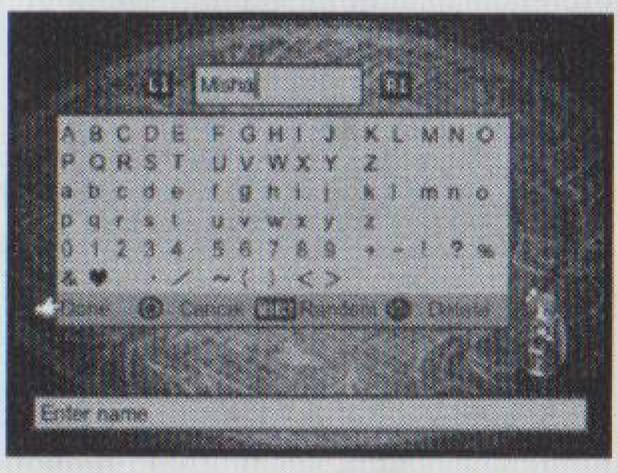
Step4

Select the apprentice's "Potential."
"Distinguished" and "Genius" will need to be approved by the Assembly. Potentials that do not need to be approved by the Assembly will only require Mana. The higher the potential, the more bonus points you can distribute to their stats.


Good-for-nothing
Incompetent
Average
Skilled
Distinguished
Genius
Average
Mana 66
Need 50 Mana
Ability Bonus 3
No inheritance
No approval required
Select the capability of the character

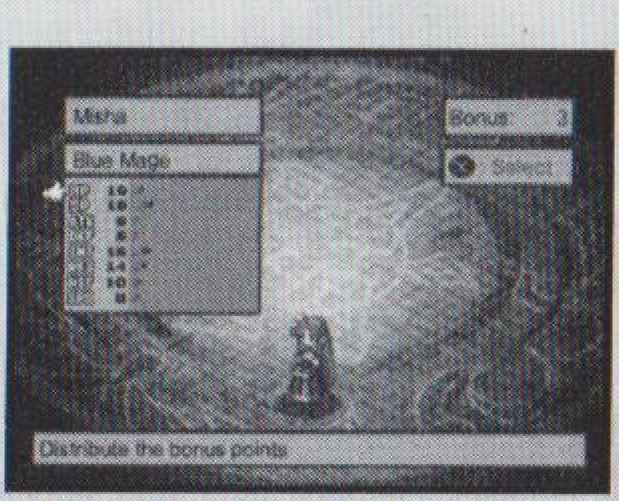
Step5

Enter the apprentice's name.
If you want a random name, press the **SELECT** Button. It will automatically enter a name for you. If you do not like that name, press **SELECT** until you get one that you like. When you decide on a name, select "Done".


Misha
A B C D E F G H I J K L M N O
P Q R S T U V W X Y Z
a b c d e f g h i j k l m n o
p q r s t u v w x y z
0 1 2 3 4 5 6 7 8 9
Done
Cancel
Random
Delete
Enter name

Step6

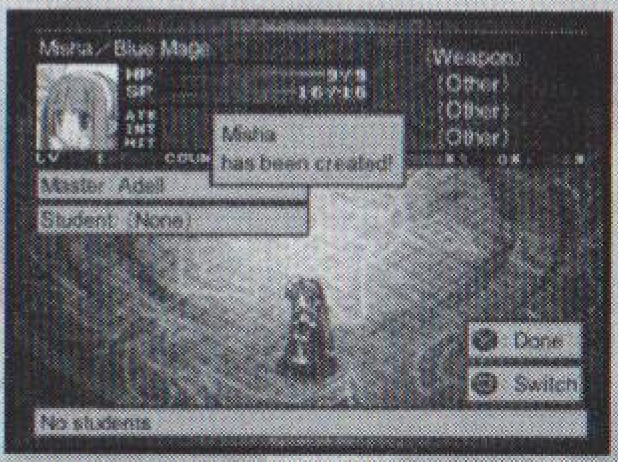
Distribute the bonus points for the apprentice's skill potential. You can spread the points around the skills until the bonus reaches 0. You can strengthen the characteristics that the class excels in, or you can reinforce its weaknesses.


Misha
Blue Mage
Bonus 3
Select
Distribute the bonus points

✦ In the case of "Good-for-nothing", the bonus is negative so you must adjust the negative to 0 (which means that you have to lower the base stats).

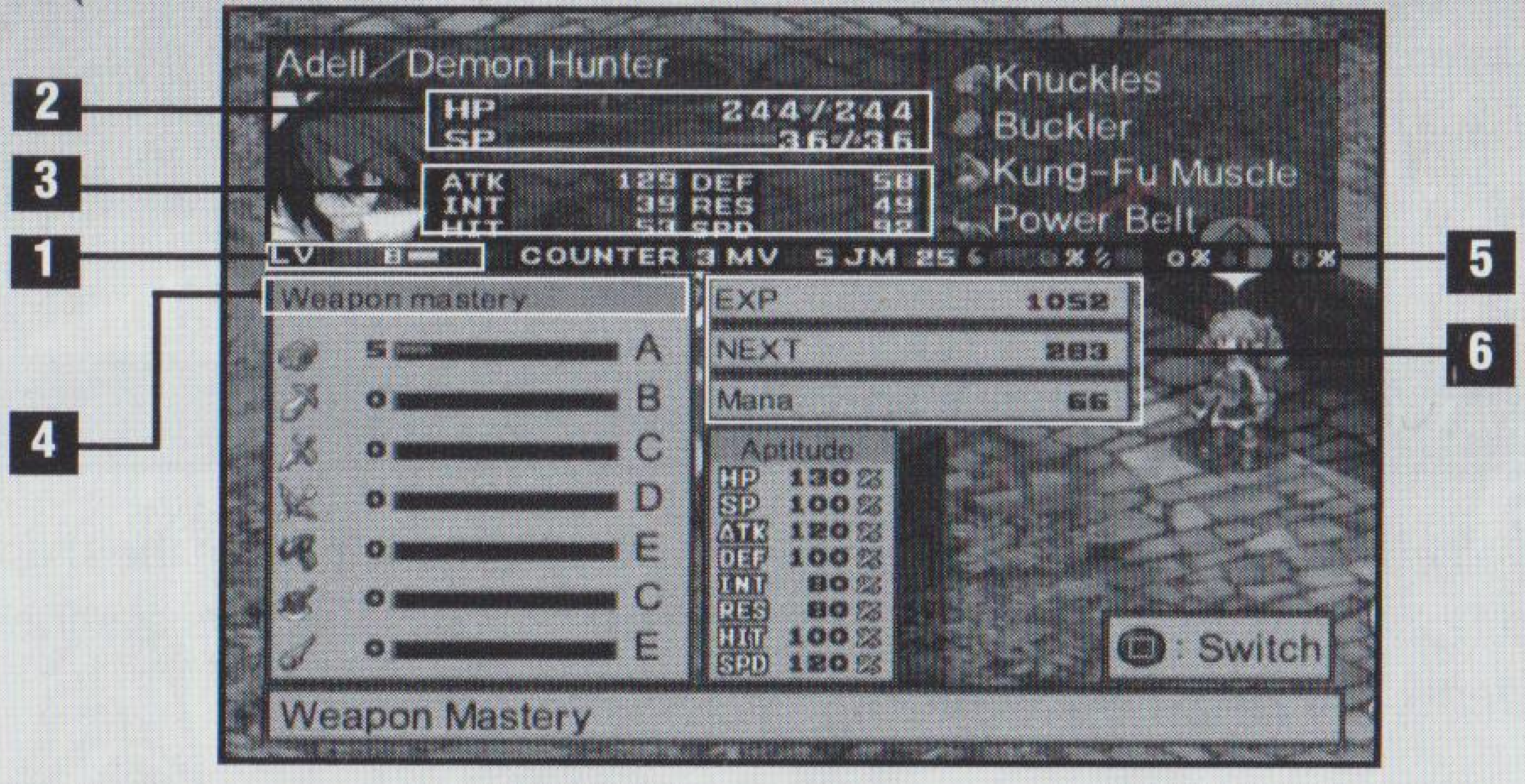
Step7

Final Check.
Pressing the ✕ button here will confirm your character creation and create your new apprentice.


Misha / Blue Mage
Weapon
(Other)
(Other)
(Other)
Misha has been created!
Master Adell
Student (None)
Done
Switch
No students

✦ There is a special relationship between the master and apprentice called "Extra Gain". See p.23 for details.

INTERMEDIATE How to Read the Status Screen


Adell / Demon Hunter
HP 244/244
SP 36/36
ATK 129 DEF 58
INT 39 RES 49
HIT 53 SPD 92
Knuckles
Buckler
Kung-Fu Muscle
Power Belt
LV 8
COUNTER 3 MV 5 JM 25
0% 0% 0%
Weapon mastery
5 A
0 B
0 C
0 D
0 E
0 C
0 E
EXP 1052
NEXT 283
Mana 66
Aptitude
HP 130%
SP 100%
ATK 120%
DEF 100%
INT 80%
RES 80%
HIT 100%
SPD 120%
: Switch
Weapon Mastery
1
2
3
4
5
6

1	LV	The character's level.
2	HP	Health Points (When this reaches 0, you can no longer fight)
	SP	Skill Points (Magical power which will be used up when you use "Special Moves")
3	ATK	Attack
	DEF	Defense
	INT	Intelligence (Affects the intensity of magic-type skills)
	RES	Resistance (Affects resistance to magic-type skills)
	HIT	Accuracy of Hits
	SPD	Speed (Affects how often you can dodge)
4	COUNTER	Number of Counter Attacks
	MV	Movement range (How many units you can move)
	JM	Character's Jump ability (How many units you can jump up).
5	Fire	Resistance against fire✦
	Wind	Resistance against wind✦
	Water	Resistance against water✦
6	EXP	Current experience points
	NEXT	The amount of experience points needed for next level up
	Mana	Energy for using the Dark Assembly (p.26)

✦ The standard value for resistance is 0. If the value is positive, resistance to this element exists and will reduce damage caused. If the value is negative, greater damage will be caused by this element.

Level Up

Characters will level up by gaining experience from fighting battles and defeating the enemy. When a character levels up, each stat will go up and sometimes, a character will learn a new unique Special Move.

Victory Conditions

Defeating all enemies on the area map will clear it, but you can clear the map without defeating neutral characters. (Characters with green HP bars are friendly; red are enemy and yellow are neutral).

Game Over

When your characters out on the battle map (max 10) are all defeated and unable to fight, it is Game Over. You will be returned to the title screen and will have to continue from your last save.

INTERMEDIATE Abnormal Status Effects

💧	**Poison**	HP will decrease each turn. ✦[1]
💤	**Sleep**	You cannot do anything for a period of time. ✦[2]
⚡	**Paralyse**	You cannot move. ✦[3]
?	**Amnesia**	You cannot use Special Moves.
@	**Curse**	You will not be able to gain experience and each attribute's value will decrease by 20%.

All abnormal status effects can be cured by using the item "Fairy Dust", the spell "Espoir", or at the hospital.

✦[1] HP will decrease by 20%

✦[2] While in Sleep status, enemy attacks will always be critical. You will also wake up from Sleep when attacked.

✦[3] You cannot move and SPD (speed) will become 1

INTERMEDIATE Weapon Mastery

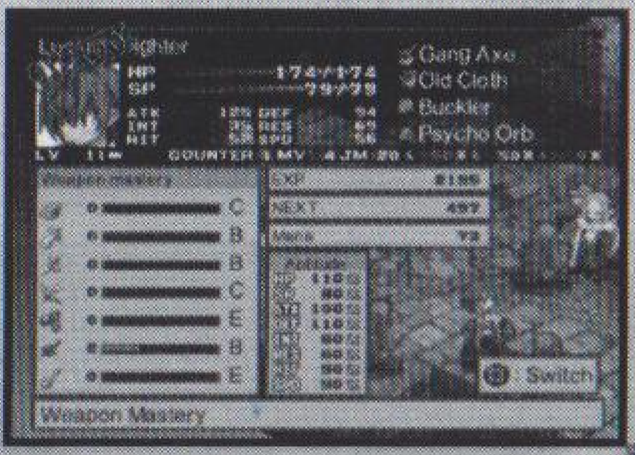
What is Weapon Mastery?

There are 7 types of weapons that human-type characters can equip and the proficiency in each weapon is called "Weapon Mastery". For example, the weapon mastery for swords will increase by continuing to use sword-type weapons. Once you reach a certain level, you can then learn a Special Move that is specific to the weapon type.
In addition, each character has different weapons they are good with and bad with. The Status Screen displays how compatible the character and weapon are by ranking them from S to E. Characters are most compatible with S rank weapons, followed by A, then B and so on. The higher the rank, the faster you will gain Weapon Mastery and the faster you will gain levels. For weapons other than the staff, there are bonuses which allow for weapon skill improvement according to the Weapon Mastery level. For beginners, it is better to use the more compatible weapon types for a longer time.

Fist	A weapon for hand-to-hand combat. Higher chance of team attacks and an increased number of counter-attacks are its characteristics. Damage caused depends on attack power (ATK) and speed (SPD). Special moves include those which can move the opponent's position.
Sword	A standard weapon. There are also many useful skills within the Special Moves.
Spear	On a normal attack, it can reach an opponent who is 2 squares away. When attacked from the front, you have the chance to guard.
Bow	Specialised weapon for ranged attacks. Normal attacks are affected by attack power (ATK) and accuracy (HIT). When an enemy is defeated with a bow attack as its fatal blow, there is a chance that a treasure chest will appear.
Gun	The weapon with the longest range. Accuracy (HIT) damages the target.
Axe	The most powerful weapon. Hitting accuracy is low, but if it hits, the damage caused will be great. There is a chance of the hit lowering the opponent's defence (DEF) and also a high critical chance.
Staff	Has no Special Moves, but the higher the Weapon Mastery of the staff, the wider the range and distance of magic spells.

Monster Exclusive Weapons	Weapons that only monster-type characters can equip. There is no Weapon Mastery.

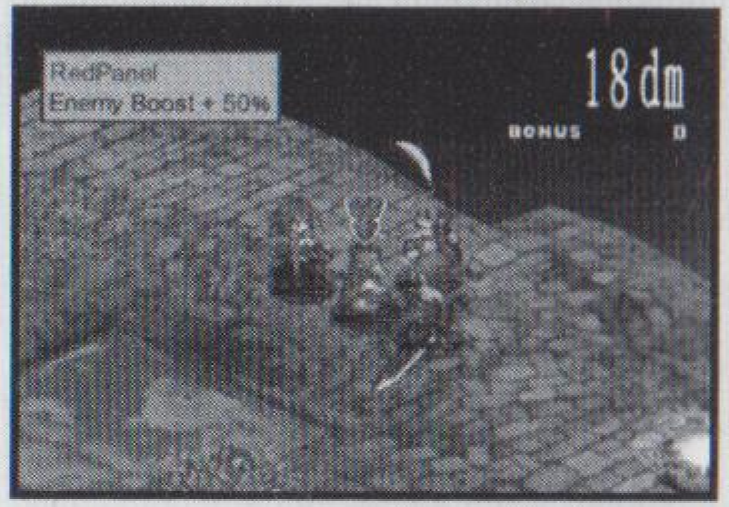
On the status screen, when checking the Weapon Mastery and only "_" is displayed with no ranks shown, this means the character is a monster-type character. Such characters cannot equip weapons other than the Monster Exclusive Weapons..



INTERMEDIATE A Shortcut to Victory

Here, we will introduce shortcut techniques to winning battles.

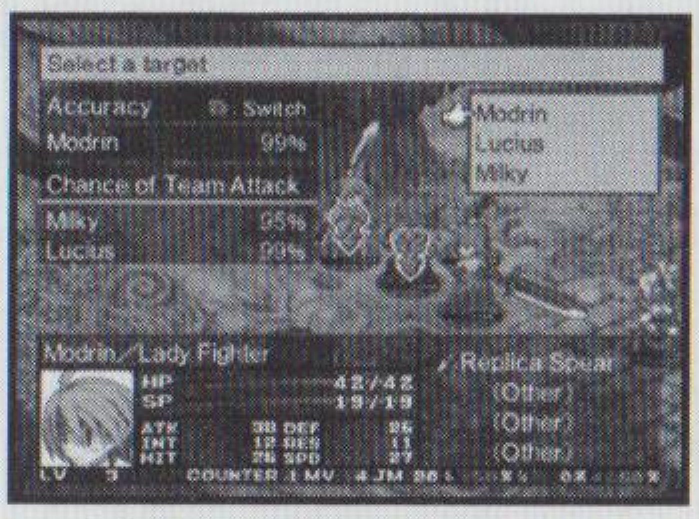
Attack Direction



You can inflict greater damage by attacking the enemy from the side and even greater damage by attacking from behind. (The attack direction also affects your accuracy of hitting the enemy). This is the basic knowledge you will need to cause damage to your enemy efficiently. You should remember this.

Team Attacks

When attacking an enemy, there is a chance for the attacker to team up with an ally who is standing in front, behind, or next to him/her.



Select a target
Accuracy ⊕ Switch
Modrin 99%
Chance of Team Attack
Milky 95%
Lucius 99%

Modrin
Lucius
Milky

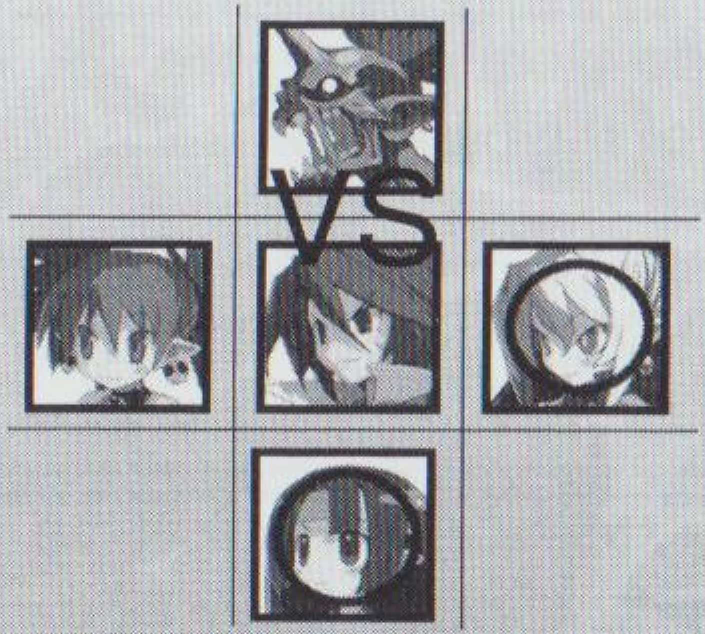
Modrin/Lady Fighter
HP 42/42
SP 19/19
ATK 38 DEF 26
INT 12 RES 11
HIT 26 SPD 27
Replica Spear
(Other)
(Other)
(Other)

ATTACKS 4
TOTAL DAMAGE 0

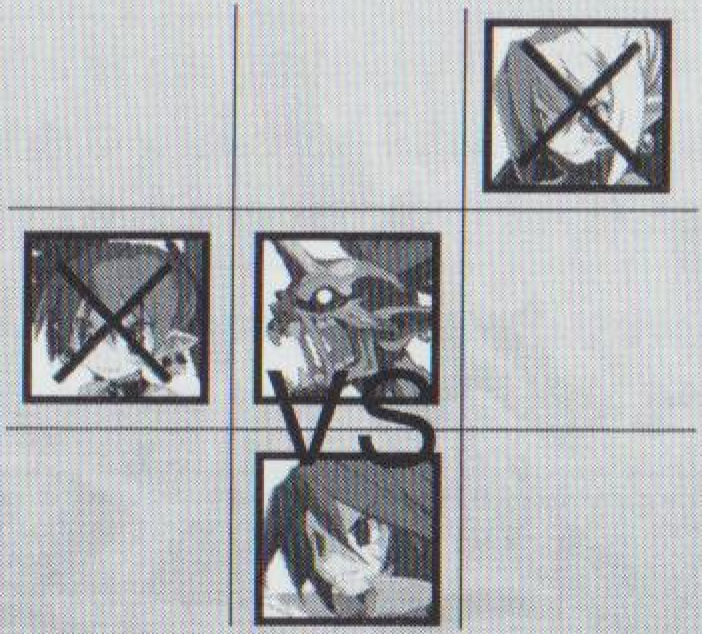
ATTACKS 4
TOTAL DAMAGE 0

Conditions

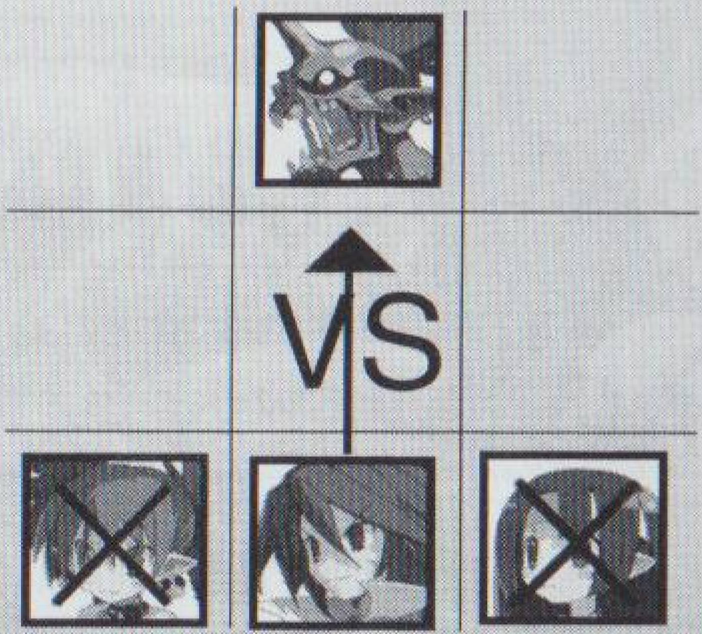
- The attacking character selects the "Attack" command.
  ("Special Move" will not cause a team attack)
- The attacking character is next to the enemy.
- The attacking character is next to a friend.



Adell and the PetitOrc are next to each other and Adell is next to one or more friends, so a team attack can happen.



A friend is not next to Adell so a team attack will not happen.



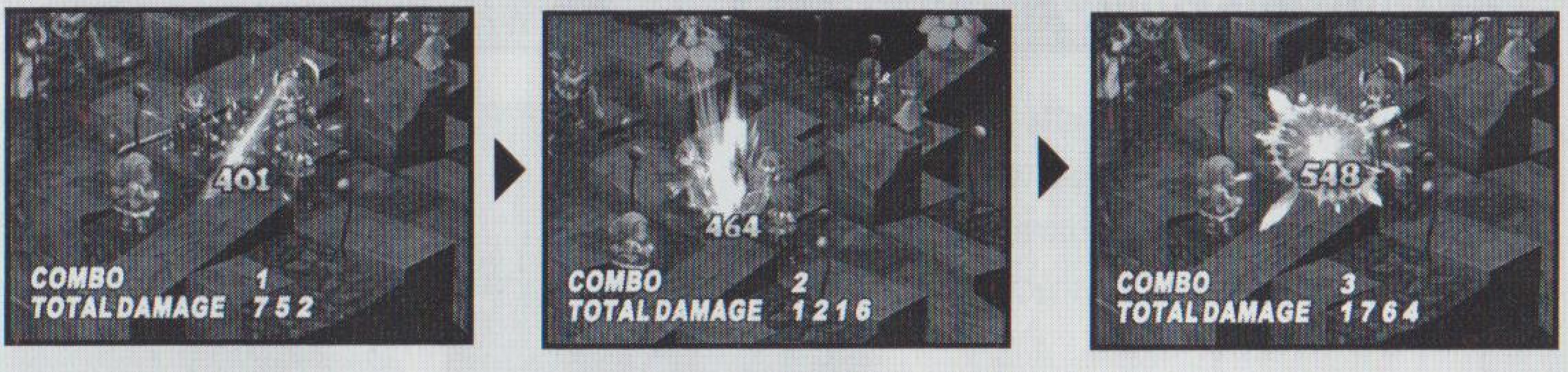
Adell and the PetitOrc are not next to each other, so a combo attack will not happen.

✦ Enemies can also use team attacks.

Combo

Attacking the same enemy consecutively is called a "Combo".
For example:

1. Register 4 characters to attack 1 enemy target consecutively.
2. "Execute" will command the attacks to be executed.
3. The 4 characters will attack in a series and a three chain combo will be formed. (The first attack does not count)


401
COMBO 1
TOTAL DAMAGE 752
464
COMBO 2
TOTAL DAMAGE 1216
548
COMBO 3
TOTAL DAMAGE 1764

The more combos there are, the greater the damage becomes.
The bonus gauge can also be filled more efficiently.

The important thing about combos is that you must consecutively attack the same enemy target or else the combo will not happen. If you attack a different target, or do something else such as heal, the combo will end, so be careful.

Extra Gain

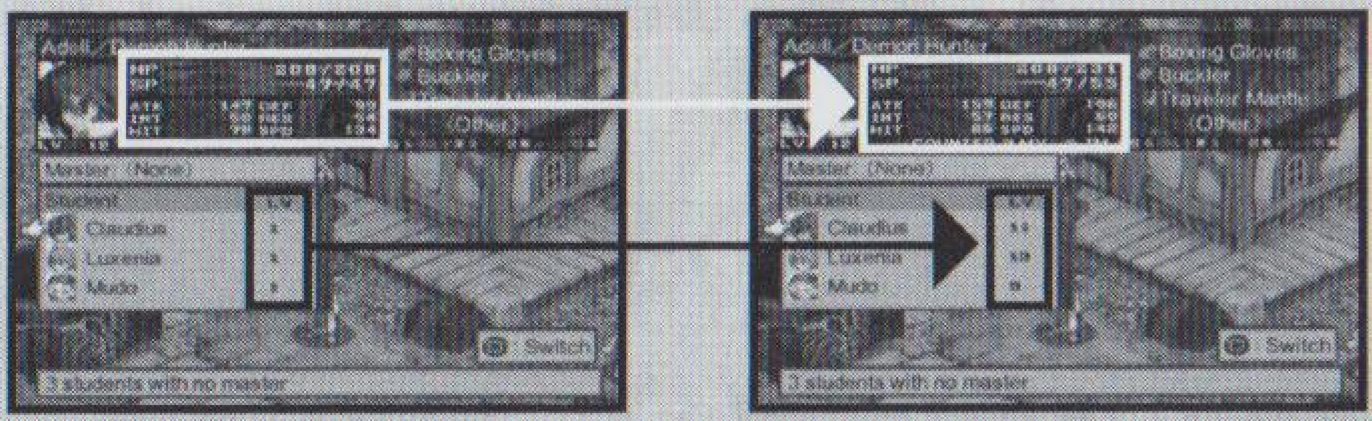
By using the Assembly and creating apprentices, a master-apprentice relationship forms between the apprentice and the character who created him/her. The chance of forming team attacks with master and apprentice is much higher than normal. The master will gain bonus points in each stat as the apprentice levels up. In battle, when a master and apprentice are next to each other, magic spells that the apprentice knows can be used by the master even with level 0 in that skill. By using this and levelling the proficiency to more than level 1, the master can learn that magic spell. (Once learned, the master does not have to be next to the apprentice to be able to use that skill). This master-apprentice relationship is called "Extra Gain".

- **Status UP**

The apprentice levels up

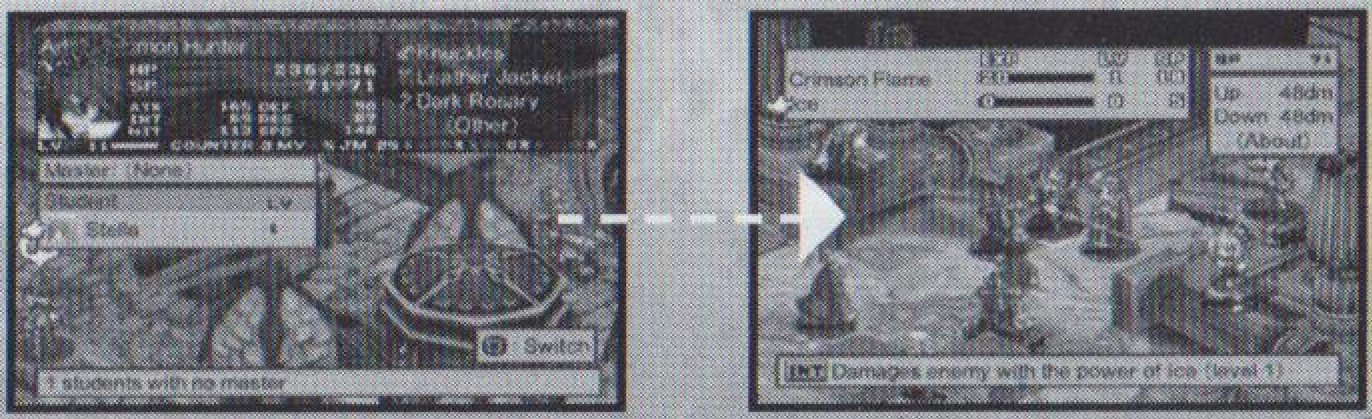
▼

The master (Adell) gets bonus stats!


Adell / Demon Hunter
Boxing Gloves
Buckler
Traveler Mantle
(Other)
Master (None)
Student
LV
Claudius
Luxenia
Mudo
Switch
3 students with no master

- **Use the Apprentice's Magic**

The master (Adell) will be able to use the apprentice's (Aileen's) magic.

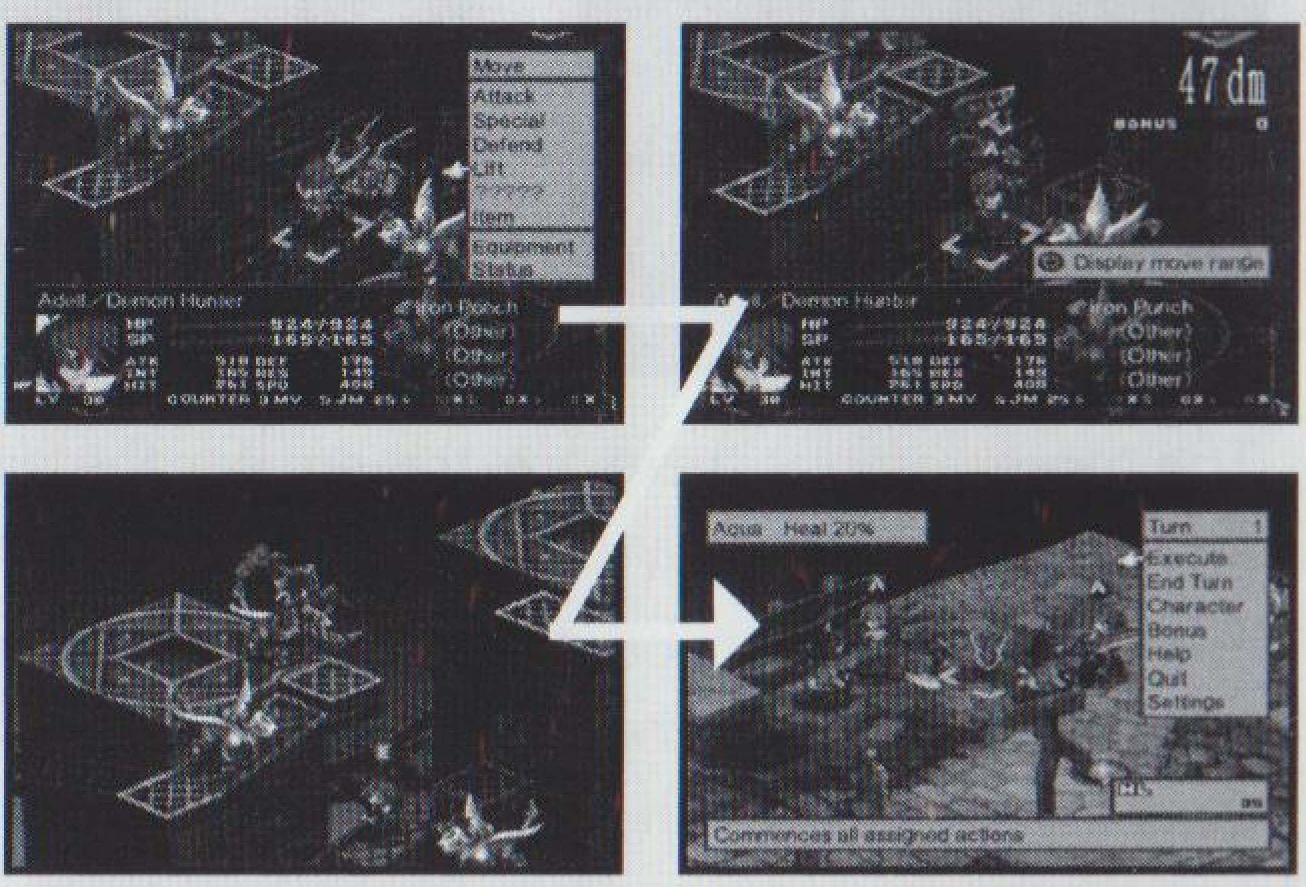

Knuckles
Leather Jacket
Dark Rosary
(Other)
Master (None)
Student
LV
Stella
Switch
1 students with no master
Crimson Flame
Ice
Up 48dm
Down 48dm
(About)
INT Damages enemy with the power of ice (level 1)

Throwing Techniques

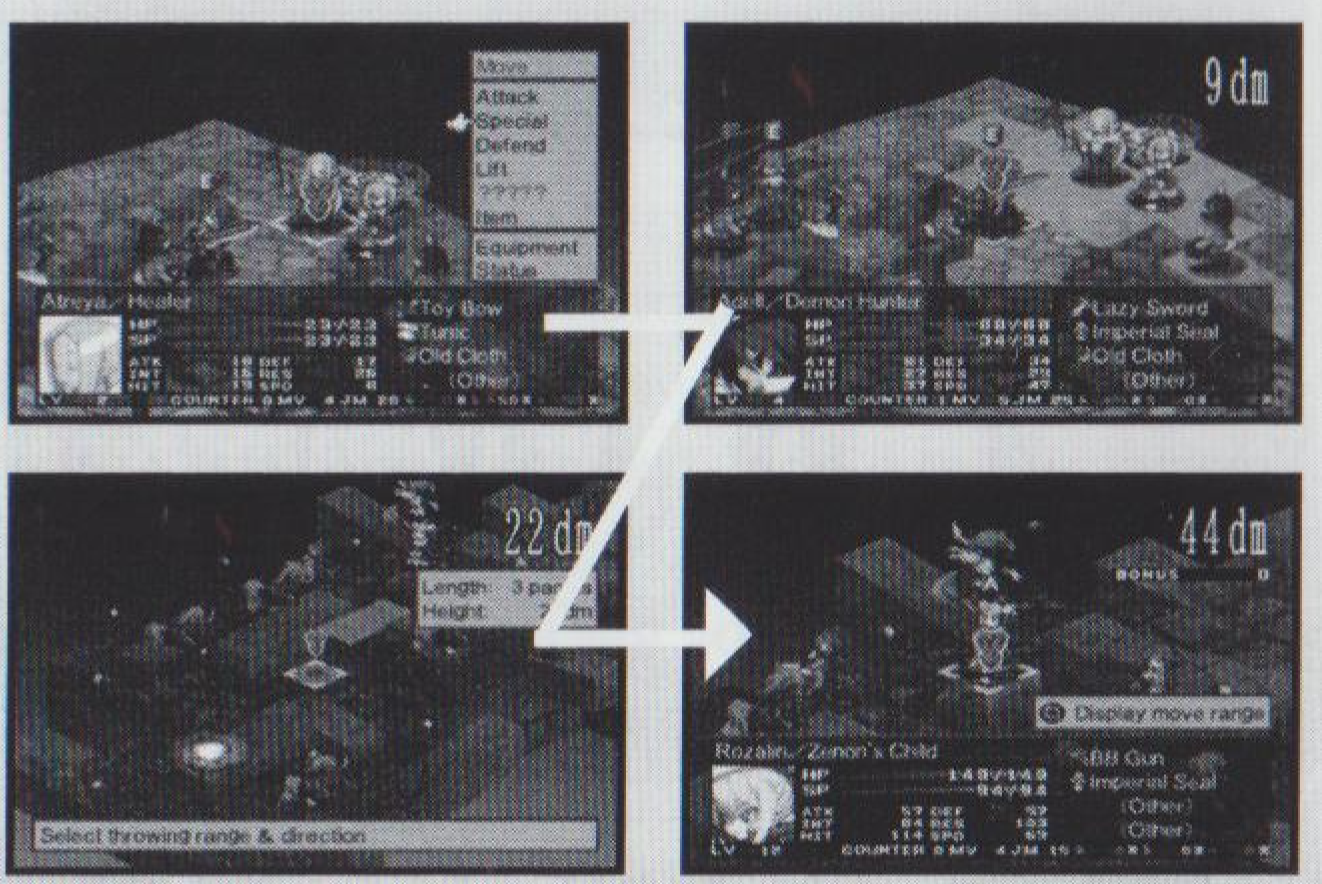
There are many uses of the "Throw" technique.
There are basic uses such as propelling your friends further away so that they can run away, or throwing the enemy further away to put distance between you and them. You can lift up characters and repeat throws in order to gain more distance; lift characters to evade an attack, or come up with your own ideas.

Throw 'n Catch

If there is a friendly character in the position you are about to throw to, the receiving character can catch the thrown character and throw him/her again.


Move
Attack
Special
Defend
Lift
?????
Item
Equipment
Status
Adell / Demon Hunter
47dm
BONUS
Display move range
Aqua Heal 20%
Turn
Execute
End Turn
Character
Bonus
Help
Quit
Settings
Commences all assigned actions

You can throw one character on top of another to form a tower and even throw towers to other characters or other towers. However, if the receiving character (or top of the tower) is a monster-type character, these cannot catch.


Move
Attack
Special
Defend
Lift
?????
Item
Equipment
Status
Atreya / Healer
9dm
Adell / Demon Hunter
22dm
Length 3 panels
Height
Select throwing range & direction
44dm
BONUS
Display move range
Rozalin / Zenon's Child

- ✦ If you throw a Prinny, you cannot catch them (they will explode)
- ✦ If you throw an enemy into another enemy, they will combine and become stronger (You cannot throw to a boss)

Remain stationary and Attack

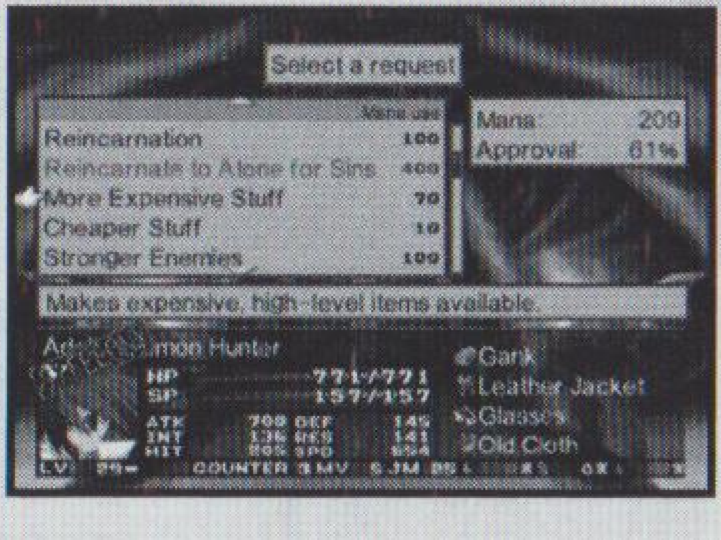
If you keep attacking from the same place without moving, your attack power will increase with each turn. Once you move, this effect will reset. However, if the character doesn't use the "Move" command and lets another character throw him/her, the effect will not reset. There are many other factors that exist – try them out and discover your own tactics.

INTERMEDIATE Make Use of the Dark Assembly!

Here we will introduce an important facility, the Dark Assembly.

What is the Dark Assembly?

This is the place where you can suggest different bills, such as getting an apprentice (making a character) or requests for shops' product lines. Assembly approvals are not needed for simple things, but if it is important, you will need the approval of the Dark Assembly.


Select a request
Mana use
Reincarnation 100
Reincarnate to Atone for Sins 400
More Expensive Stuff 70
Cheaper Stuff 10
Stronger Enemies 100
Mana: 209
Approval: 61%
HP 771/771
SP 157/157
Gank
Leather Jacket
Glasses
Old Cloth
COUNTER

Makes expensive, high-level items available.

What is Mana?

"Mana" is the energy required to make use of the Assembly. You can gain Mana by defeating enemies. Therefore, characters who have not defeated any enemies cannot use the Assembly. The more important the bill, the more Mana it will require.

Suggesting Bills (Requests) to the Assembly

Once certain requirements are met, the choice of topics to suggest to the Assembly increases.

Bills that need approval from the Assembly will be decided by votes from the Senators. In the Dark Assembly, one senator does not equal one vote. The votes are influenced by the impact of the senator's voice, so even if you have more than half the Assembly in your favour, it does not necessarily mean that your bill will be approved. To start the voting process, bring up the menu with the △ button and select "Begin Vote".

If you don't think you can win, it may be wise to "Return to Base Map". (The Mana used to gather the Assembly will not be returned).

Decision Making Method ◀◀◀	**If the accepting vote is at least one point more than the objecting vote, the bill is approved.**

Differences in Power of Voice by Faction

Ghost Party Senator	Weak Voice	Often they are asleep, they may not vote at all.
PetitOrc Party Senator	Weak Voice	They love girls. (Female characters have an advantage)
White Dragon Party Senator	Normal Voice	Being perfectionists, they will never allow cheating.
Mothman Party Senator	Normal Voice	They love monsters. (Monster type characters have an advantage)
Wood Golem Party Senator	Strong Voice	They hate the Baciel Party and are always against them.
Baciel Party Senator	Strong Voice	They are drunk and may make mistakes on the vote.

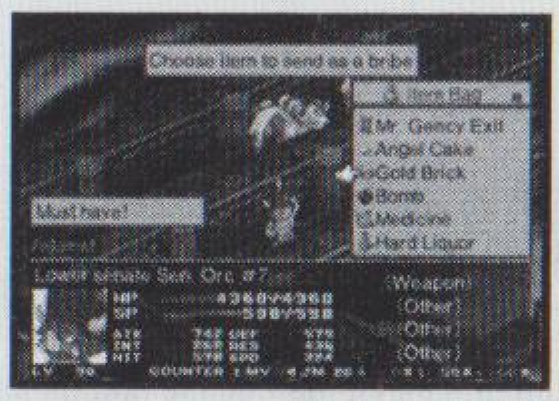
Strong Voice = 50 votes Normal Voice = 30 votes Weak Voice = 10 votes

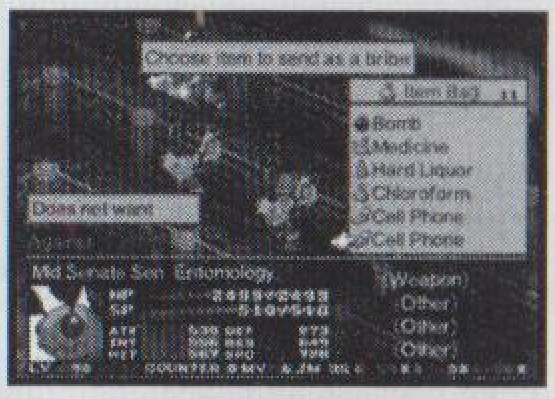
✦ The parties with the same power of voice are on opposing factions.

Manoeuvring Behind The Scenes

Bribes

You can manipulate the senators by giving them items from your Item Bag (bribes). If the faction with a strong voice is showing that they do not approve, lure them in with bribes. The bribe will affect all members of that party. You must also remember that at the same time, the opposing faction will be affected in the opposite way.


Choose item to send as a bribe
Must have!
Item Bag
Mr. Gency Exit
Angel Cake
Gold Brick
Bomb
Medicine
Hard Liquor
Lower Senate Sen. Orc #7
(Weapon)
(Other)
(Other)
(Other)


Choose item to send as a bribe
Does not want
Item Bag
Bomb
Medicine
Hard Liquor
Chloroform
Cell Phone
Cell Phone
Mid Senate Sen. Entomology
(Weapon)
(Other)
(Other)
(Other)

Cell Phone

There is a chance that you might get a cell phone with the phone numbers of each faction. When you use this cell phone, you can pre-arrange for that faction to approve you on your next bill. If there is a bill you must get approved, this can be very useful.

A Legendary Senator?!

It is said that some legendary senators do exist. They are legendary after all though, so it is quite rare for them to appear. It is rumoured that they cause massive trouble in assemblies they attend.

Legendary Senator Venus is in presence!

Weighs inventory
Either way
Legendary Senate Morpheus
(Weapon)
(Other)
(Other)
(Other)

INTERMEDIATE Master the Geo Effect!

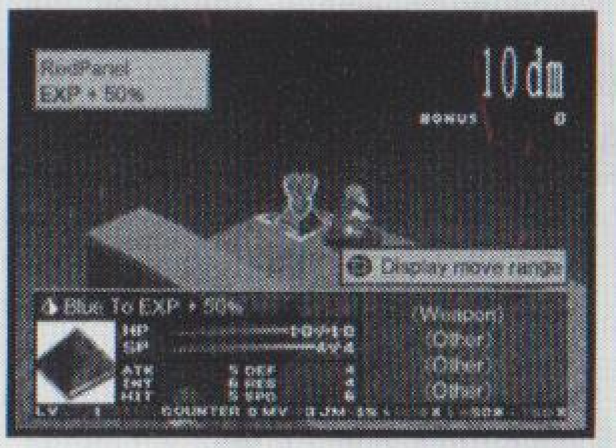
Here we will explain an important factor during battle, the Geo Effect. The Geo Effect is the general term for the factors below.

What is the GeoPanel?

A coloured panel on the map is a GeoPanel. Standing on it will make the character receive the corresponding Geo Effect. The effect is decided by the GeoSymbol on the same colour panel and has no effect if there is no GeoSymbol.

What is the GeoSymbol?

The GeoSymbol is the source of the effect of the GeoPanels. They can only be eliminated by being destroyed or Lifted/Thrown. GeoSymbols consist not only of bad effects - some can be used to your advantage.


RedPanel
EXP + 50%
10dm
BONUS
Display move range
Blue To EXP + 50%
HP
SP
ATK
INT
HIT
DEF
RES
SPD
(Weapon)
(Other)
(Other)
(Other)
LV
COUNTER
MV
JM

No Lifting
Reverse Damage
23dm
BONUS
Display move range
Aqua To Reverse Damage
HP
SP
(Weapon)
(Other)
(Other)
(Other)

Examples of GeoSymbol Effects

Attack power +50%	Characters (friend and enemy) on GeoPanels with this effect get a 50% increase in their attack power.
Number of Attacks +X times	Characters (friend and enemy) on GeoPanels with this effect get X more attacks.
Warp	Characters on GeoPanels with this effect will warp after each turn.
Clone	One character on GeoPanels with this effect will be copied.
Invincible	Characters on GeoPanels with this effect will be invincible to all attacks.

✦ There are many more cool GeoPanels with many different effects.

Colour Change

Some GeoSymbols have an effect called "Colour Change."
This effect will occur when the GeoSymbol is destroyed.
For example, when you destroy a GeoSymbol that has a "Change Red" effect, all panels that are the same colour as the panel the GeoSymbol is on will turn red. If the "Change Red" GeoSymbol is already on a red panel, nothing will happen, but when it is on a different colour, all characters (both friend and enemy) on that colour panel will take damage when it turns red.
There is also a GeoSymbol with the effect "Null." When destroyed, all panels that are the same colour as the panel the GeoSymbol is on will be nullified and disappear. Using this Null effect, you can destroy all colour panels on the map and gain a "Panel Termination Bonus".

Techniques for Colour Chains & Panel Termination

By placing the "Colour Change" panels in the proper places, you can create a colour chain.

The basic process is a combination of:

[Destroy a Colour Change GeoSymbol]

▼

[Change the GeoPanel colours with that effect]

▼

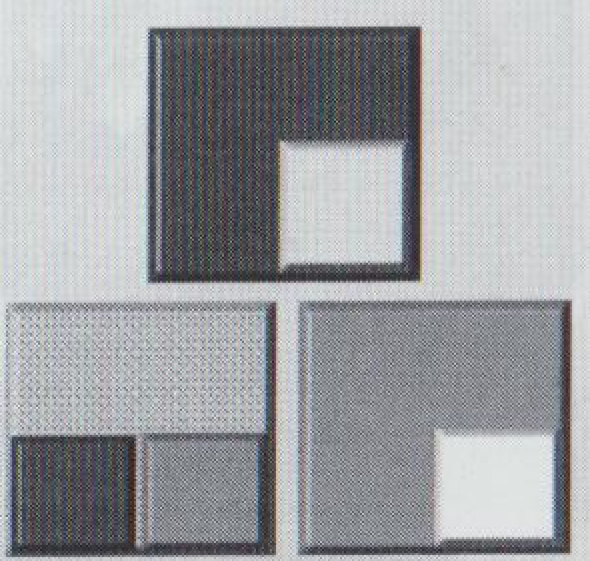
[Using the effect, destroy another Colour Change GeoSymbol].

Example

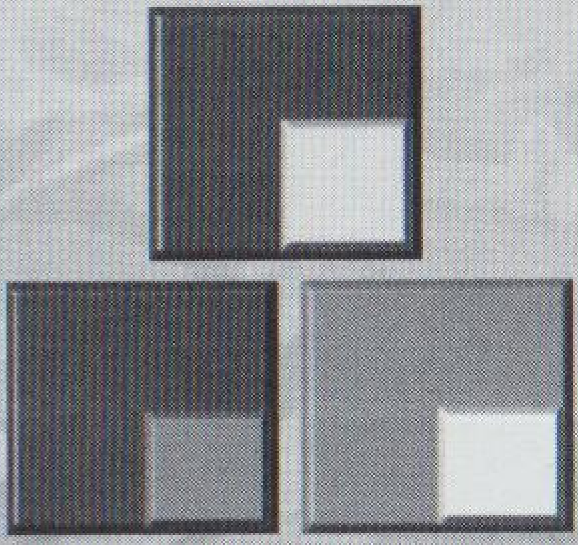
(Ex.)

1 Place the GeoSymbols on different colour GeoPanels.

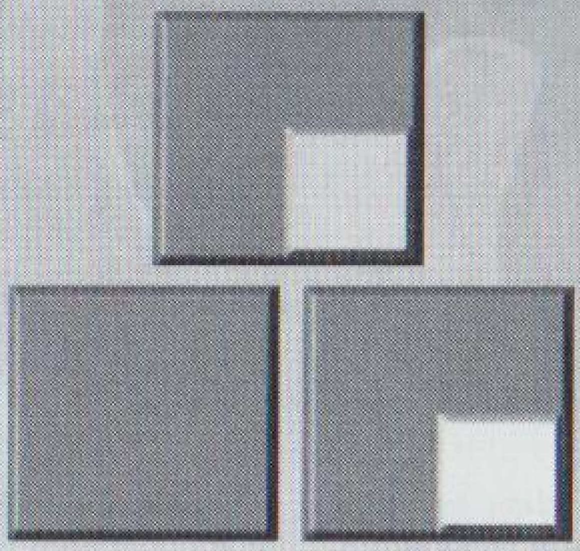
How to view the Panels:
For example, in the lower left area, a "Change Red" and "Change Green" GeoSymbol are both on a blue GeoPanel.



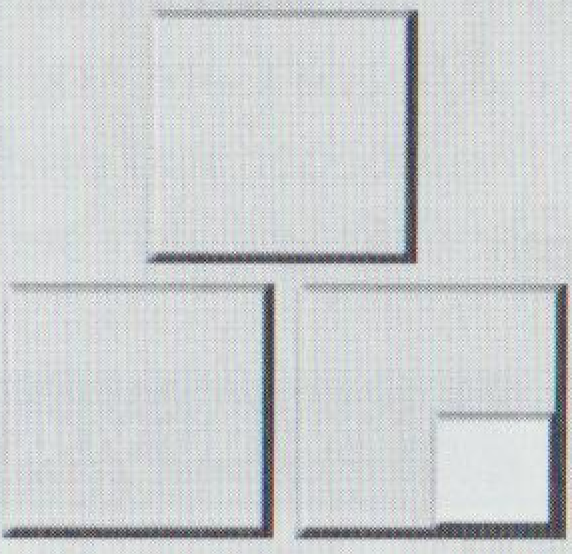
2 Destroy the Change Red GeoSymbol in the lower left. A shock wave will occur changing the Blue GeoPanels to Red GeoPanels.



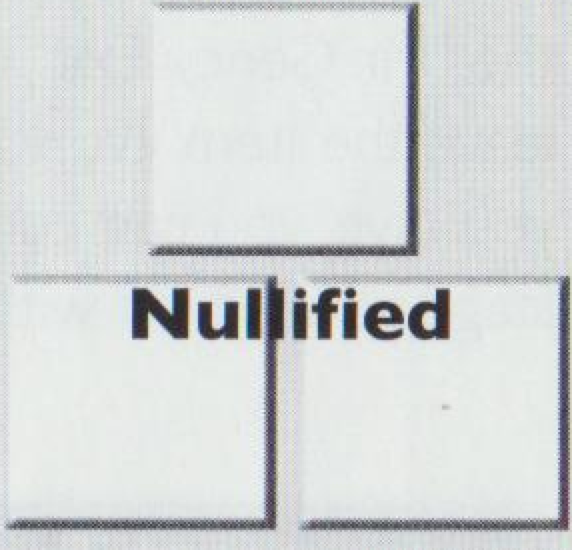
3 The change from **[Blue > Red GeoPanel]** will cause the "Change Green" GeoSymbol to be destroyed. **(First chain)**
The shockwave from destroying the "Change Green" GeoSymbol will turn all the Red GeoPanels into Green GeoPanels.



4 The change from **[Red > Green GeoPanel]** will cause the "Change Purple" GeoSymbol to be destroyed. **(Second Chain)**
The shockwave from destroying the "Change Purple" GeoSymbol will now turn all the Green GeoPanels into Purple GeoPanels.



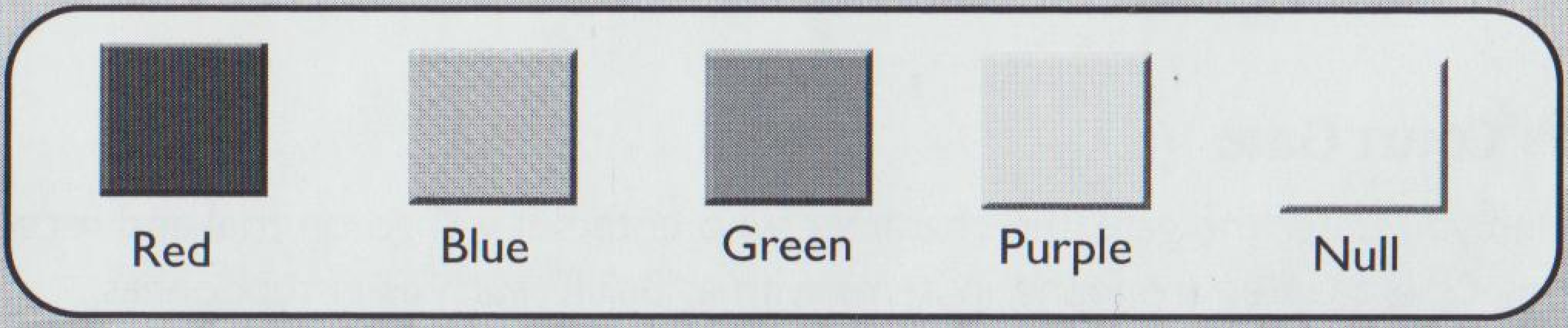
5 The change from **[Green > Purple GeoPanel]** will cause the "Null" GeoSymbol to be destroyed.
(Third Chain)



As a result, the Purple GeoPanel will be nullified, and all the GeoPanels on the map will disappear. This is called "Panel Termination".
When a "Panel Termination" takes place, a huge explosion will occur and all enemy characters on the map will receive damage.

✦ Sometimes, there are little fairies (Geo Monsters) hiding under GeoSymbols.
They change the placement of the GeoSymbols on their own, which might make things difficult…

✦ Wisemen (Geomancers) are experts on Geo Effects.
Particularly in the Item World, they have a Special Move called "GeoChange" which can reset the placement of the GeoSymbols, or destroy any strong GeoSymbol with just one hit. They also are not affected by the damage that is caused when Colour Change shockwaves occur.



ADVANCED Play Through the Item World!

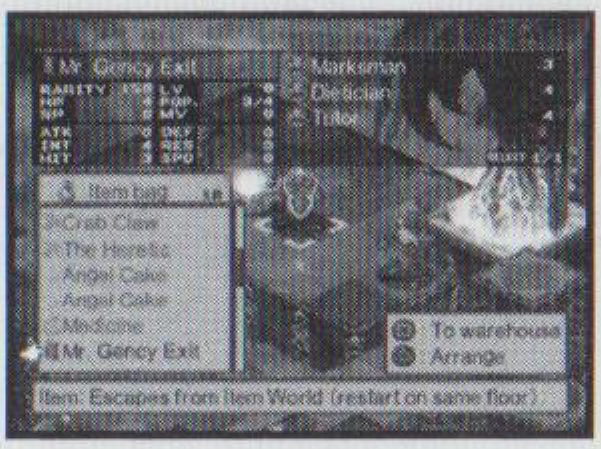
Here, we will explain the Item World, where you can go to level up your characters' attributes and items.

Dive, Dive and Level Up the Item

The Item World has a hierarchical structure. After you clear a stage or walk through the Space Gate, you will go on to the next stage and the item will go up one level. The deeper you dive into the Item World, the more the item will level, but the enemies will also become stronger.

How do you get out of the Item World?

You can clear the boss on the map encountered every ten levels, or use the "Mr. Gency Exit" item in order to leave the Item World. The next time you dive, you can continue from the stage you left off with.


Mr. Gency Exit
RARITY
HP
SP
ATK
INT
HIT
LV
POP.
MV
DEF
RES
SPD
Marksman
Dietician
Tutor
Item bag
Crab Claw
The Heretic
Angel Cake
Angel Cake
Medicine
Mr. Gency Exit
To warehouse
Arrange

Item: Escapes from Item World (restart on same floor)

Return to HQ?
Yes
No

Innocent Town

Every ten levels, you can visit the residents of the Item World in a place called "Innocent Town". It might be interesting to see how they live.

Gates other than the Dimension Gate

Mystery Gate

When you walk through this gate, you will enter a small room where something mysterious will happen.
The only way to find out is to enter …

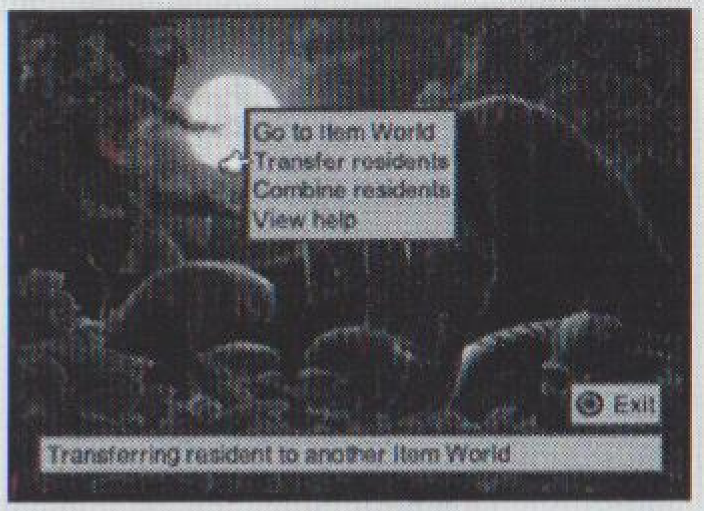
Court Gate

When you enter the gate, the character who enters it will go on trial and receive a felony. Court Gates are found in items with a "Bailiff", such as in subpoenas.
For an item with the status "Bailiff 5", the Court Gate is on the 5th floor.

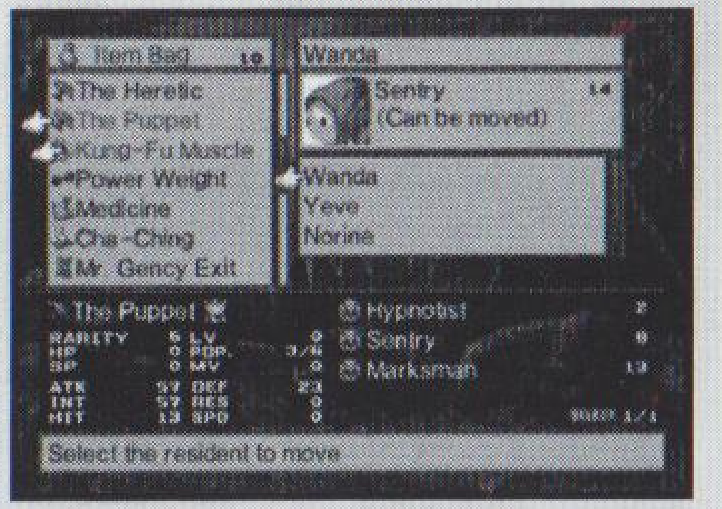
Moving Innocents

When you conquer Innocents, such as "Gladiators" or "Sentries" (who are residents of the item and make the item status better), you will be able to move them to different items. But there are Population Limits in the Item World and you cannot have more than the maximum number of Innocents in the item. The population limit is indicated by the item's status, under POP.

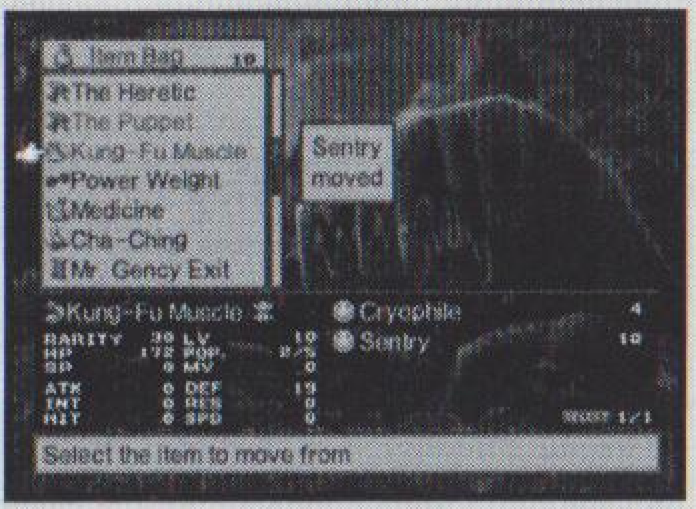
For example, if it says 1/4, there is only 1 Innocent, but the population limit for the item is 4.


Go to Item World
Transfer residents
Combine residents
View help
Exit

Transferring resident to another Item World


Item Bag
The Heretic
The Puppet
Kung-Fu Muscle
Power Weight
Medicine
Cha-Ching
Mr. Gency Exit
Wanda
Sentry
(Can be moved)
Wanda
Yeve
Norine
The Puppet
Hypnotist
Sentry
Marksman
RARITY
LV
HP
POP.
SP
MV
ATK
DEF
INT
RES
HIT
SPD

Select the resident to move

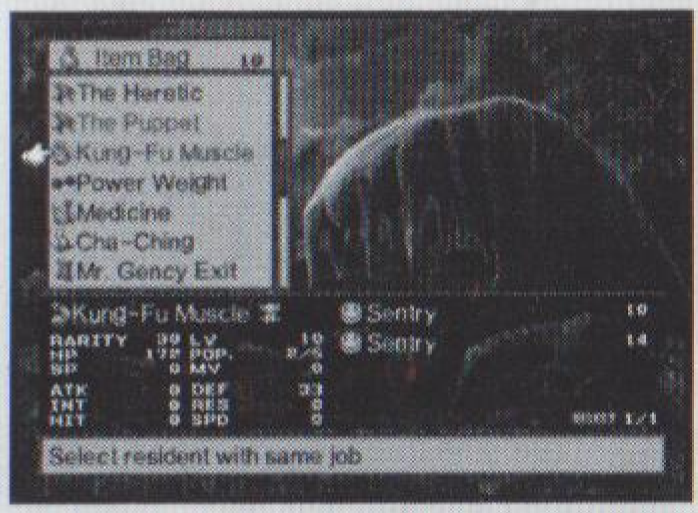

Item Bag
The Heretic
The Puppet
Kung-Fu Muscle
Power Weight
Medicine
Cha-Ching
Mr. Gency Exit
Sentry
moved
Kung-Fu Muscle
Cryophile
Sentry
RARITY
LV
HP
POP.
SP
MV
ATK
DEF
INT
RES
HIT
SPD

Select the item to move from

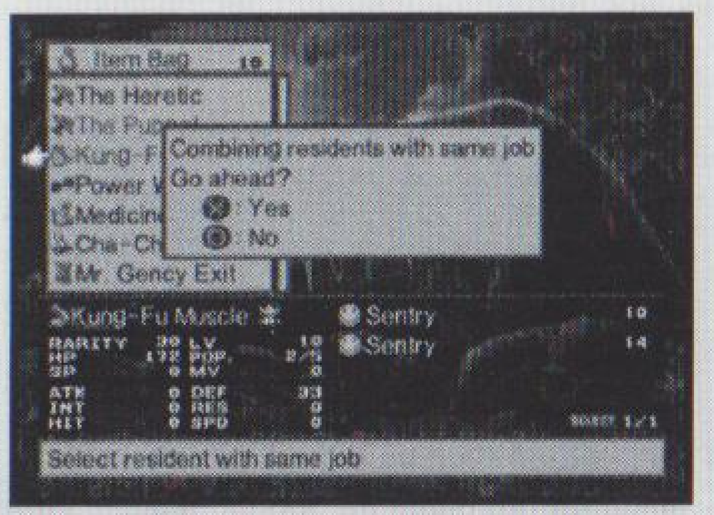
Combining Innocents

Innocents with the same job (two Gladiators for example) can be combined. Although you can move many Innocents into a single item, you are limited by the population limit.

However, if you combine Innocents with the same jobs, you will have more space for other residents. In other words, combining is organising.

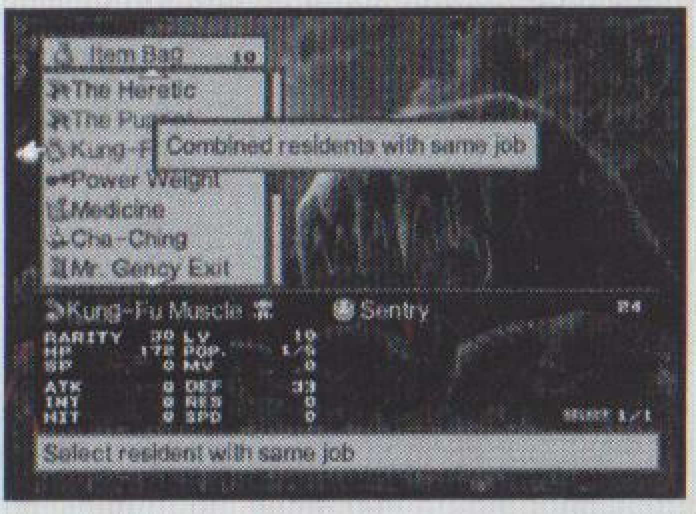

Item Bag
The Heretic
The Puppet
Kung-Fu Muscle
Power Weight
Medicine
Cha-Ching
Mr. Gency Exit
Kung-Fu Muscle
Sentry
Sentry
RARITY
LV
HP
POP.
SP
MV
ATK
DEF
INT
RES
HIT
SPD

Select resident with same job


Item Bag
The Heretic
Kung-Fu Muscle
Sentry
Sentry
Yes
No

Combining residents with same job
Go ahead?

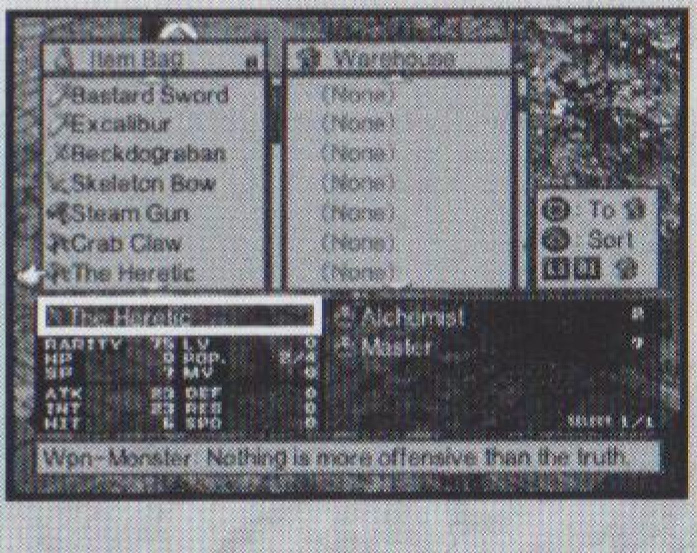
Select resident with same job


Item Bag
The Heretic
Power Weight
Medicine
Cha-Ching
Mr. Gency Exit
Kung-Fu Muscle
Sentry
RARITY
LV
HP
POP.
SP
MV
ATK
DEF
INT
RES
HIT
SPD

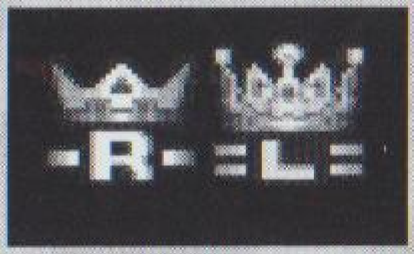
Combined residents with same job

Select resident with same job

Rarity


Item Bag
Warehouse
Bastard Sword
Excalibur
Beckdograban
Skeleton Bow
Steam Gun
Crab Claw
The Heretic
(None)
To
Sort
The Heretic
Alchemist
Master
RARITY
LV
HP
POP.
SP
MV
ATK
DEF
INT
RES
HIT
SPD

Wpn-Monster. Nothing is more offensive than the truth.



Rarity is the item's worth in terms of how rare it is. The RARITY is displayed under the item's status. The lower the number, the rarer it is and the more worth it has. Some item's RARITY is so low that they are labelled "RARE" or "LEGEND". Rare and Legend items have higher skill values and a larger population limit. Furthermore, their Item World is much deeper, so you can level up the item more. Try to find as many rare items as you can!

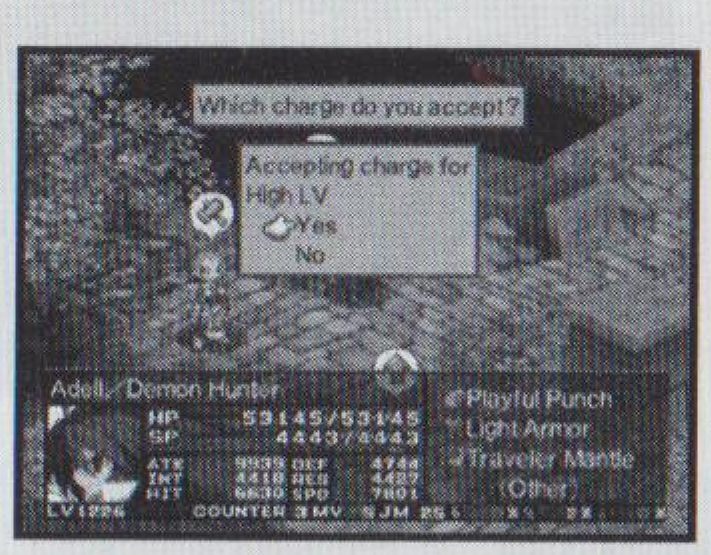
ADVANCED The Dark Court is Now in Session!

Where is the Dark Court?

The Court is inside the Item World of a Subpoena that you can get from the Post Officer.

Under the Subpoena's Status, you will find an Innocent labelled "Bailiff."

For example, if it says "Bailiff 9," you must enter the Court Gate in the Item World's 9th stage to enter the Court.



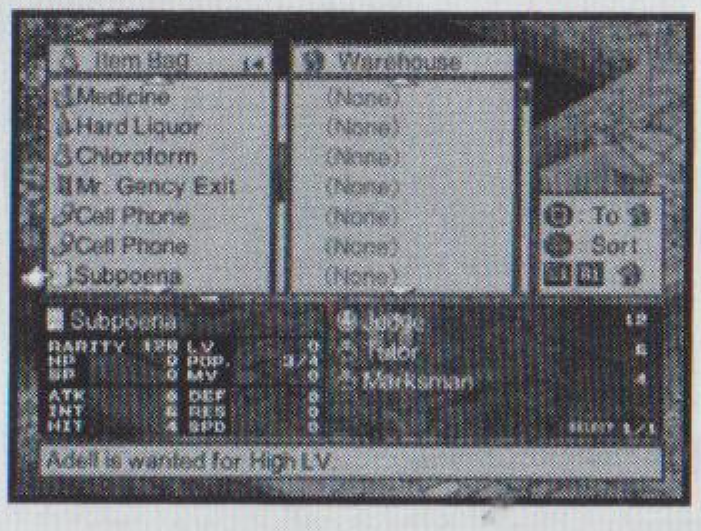
Which charge do you accept?

Accepting charge for High LV

Yes

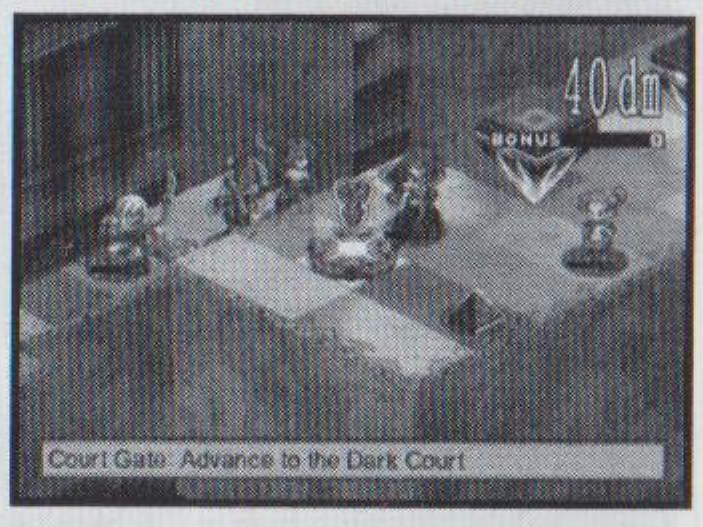
No

Adell / Demon Hunter
HP 53145/53145
SP 4443/4443
ATK
INT
HIT
DEF
RES
SPD
Playful Punch
Light Armor
Traveler Mantle
(Other)
COUNTER
MV
JM



Item Bag
Warehouse
Medicine
Hard Liquor
Chloroform
Mr. Gency Exit
Cell Phone
Cell Phone
Subpoena
(None)
To
Sort
Subpoena
RARITY
LV.
HP
POP.
SP
MV
ATK
DEF
INT
RES
HIT
SPD
Judge
Tutor
Marksman

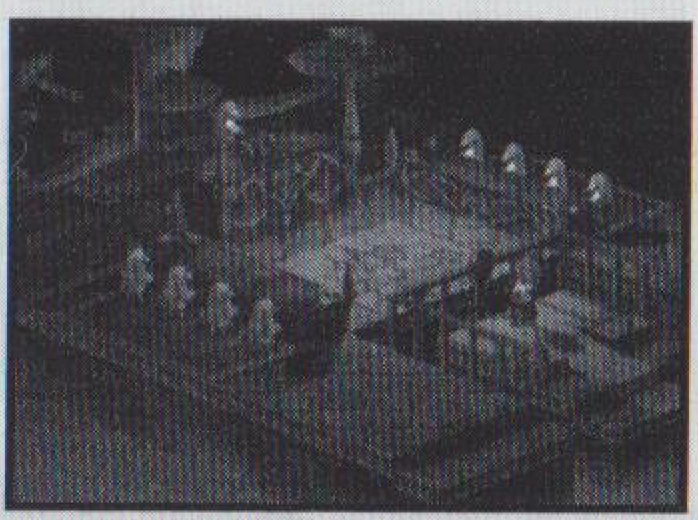
Adell is wanted for High LV.



Court Gate: Advance to the Dark Court

Pinning Crimes on Others

Regardless of who the Subpoena is for, the character who enters the Court Gate will go on trial and receive the felony. This means you can pin crimes on anyone and, by doing so, concentrate on pinning all crimes on just one character to build up his/her criminal record.



It is honor for a devil to commit a crime!
I will now place a judgement according to law of the netherworld!!

✦ Criminal Records are honourable for demons and there are no real losses for being a convicted criminal.

✺Shopping becomes a little less expensive.
✺You give a better impression to members of the Assembly.

Q & A

1

Q **When you defeat an enemy with a team attack, do the characters who participate in the attack get experience also?**

A Yes. More specifically:
The character who performs the attack receives all the experience that is set for the enemy. Characters who participated in the chain split the experience evenly between them.

2

Q **Who gets the [Exp+ XX] in the Stage Clear Bonus Chart?**

A Everyone who is on the area map when the stage is cleared gets the experience bonus. Characters who have been defeated, or have returned to the base panel when the stage is cleared will not get the experience.

3

Q **What is the difference between the [Item Bag] and the [Warehouse]?**

A Items that are in the Item Bag are useable during a battle.
Items in the Warehouse cannot be used in battle.
We recommend that you organise items you may want to use during battle beforehand.

4

Q **Recently I've heard about these Pirates who are causing trouble in the Item World but...?**

A It's true. We're waiting for a brave soul who can get rid of them.

5

Q **I've been thinking about giving up my criminal ways and want to be pure again, but...?**

A You should go see the Dark Assembly and suggest the bill "Reincarnate as a Prinny and atone for my sins".

6

Q **What should I send for bribes?**

A Each Assembly member has different likes and dislikes, so use your cursor and check the member you want to raise your impression with, then look through your items to see what they want.

7

Q **Can you call anywhere from the cell phones?**

A They're cheap phones, so you can only call certain people from certain places.

8

Q **I can only use "GeoChange" once on one area map...?**

A It uses a large amount of force which is similar to SP, so it is limited to only one use per map.

10

Q **Healers don't have much of a chance to defeat the enemy, so how should I level them up?**

A You can also gain experience points from healing and support magic. Supporting backup classes can level them up too.

11

Q **I ascended to challenge the Dark Sun, but I couldn't fight it, and all the enemies on the area map levelled up. Why?**

A You're a criminal, aren't you.
The Dark Sun will absorb characters with felonies and raise the status of enemy characters. Be careful.

12

Q **I had full inventory in both my Item Bag and Warehouse and lost a rare item…**

A Sometimes, really good items may be included in the Stage Clear Bonuses. Make sure you have room in your Item Bag and Warehouse so that you can accept these when they come.
In addition, if you have space in your Item Bag and get an item from a treasure chest in the middle of a stage, you can use it on the spot.

13

Q **I commanded (entered) a Special Move, but it never got carried out and it says that the character has already performed an action. Why?**

A After the input, did a friendly character move into the character's Special Move preparatory action area? If a friendly character is in the preparatory action area, the Special Move becomes unable to be executed and will be labelled as action taken. If the target of the Special Move is defeated by another character before it happens, the Special Move will be cancelled. In this case, you can re-enter another command.

14

Q **The enemies are too strong and I can't get past them!**

A If you encounter enemies that are way too strong, such as those over LV 1000, try losing. It's one way.

15

Q **I can't solve the Geo Panel Puzzle...**

A Try Lifting/Throwing your ally to the other side, or lift over and over again to create a tower of stack attacks. Try everything.

Notes

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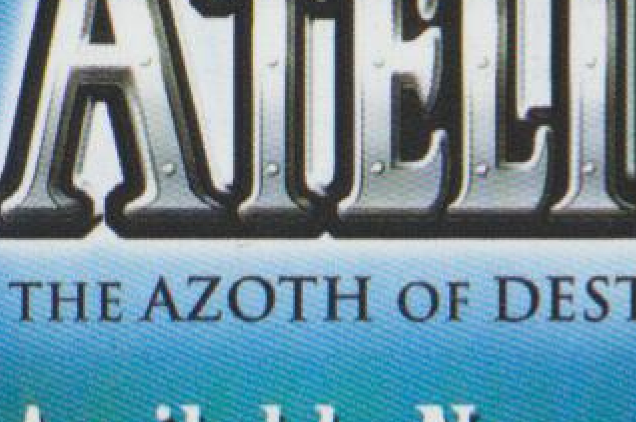
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ATELIER IRIS 2

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